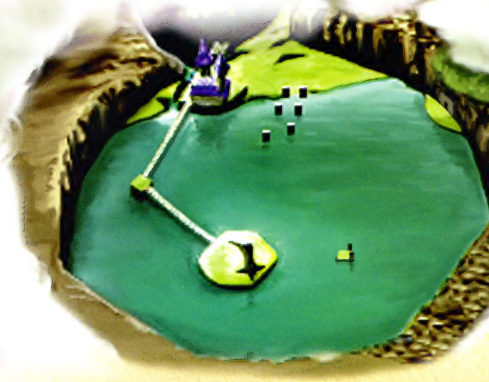
NINTENDO 64
THE OFFICIAL GUIDE FROM NINTENDO POWER
FOREWORD BY ZELDA CREATOR SHIGERU MIYAMOTO
THE LEGEND OF
ZELDA
OCARINA OF TIME
OFFICIAL
Nintendo
PLAYER'S GUIDE

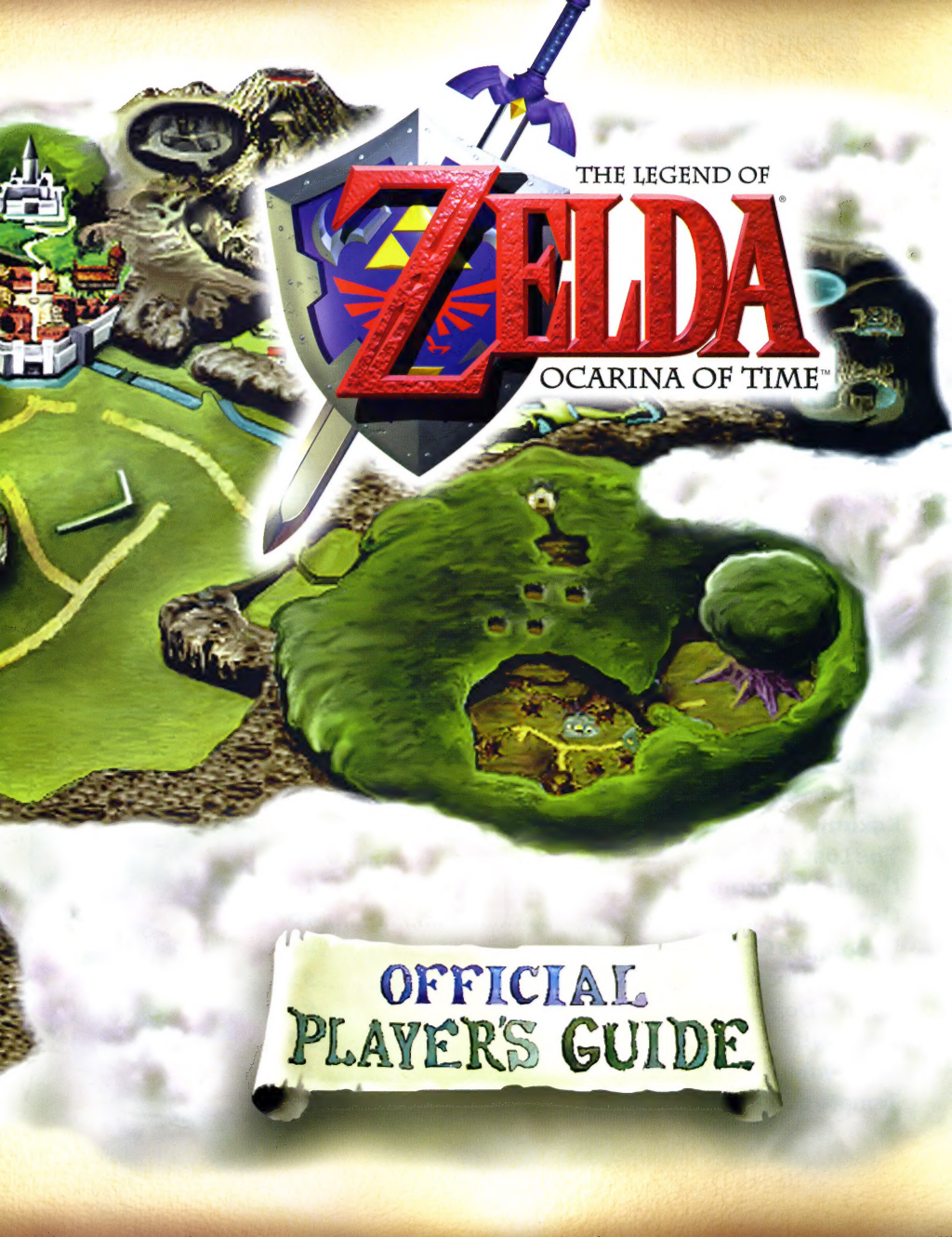
A MESSAGE FROM THE MASTER

Hi! I'm Shigeru Miyamoto. Thank you for playing so many of our fun and challenging games! We tried to write this guide to give you the strategy you need to complete your adventure, but we also wanted you to discover much of the game on your own. A great deal of thought and care went into creating this game so that players could find more than just challenges but also a lot of fun. This is the best how-to guide for those of you who are looking for some strategies to complete your adventure. With this book, you will discover the secrets of every nook and cranny of the Land of Hyrule as if you were one of the Hylians. Also, we hope the level of fun and challenge you experience in the game exceeds your expectations.

If you get tired in the middle of your journey, you can play the Ocarina whenever you want. Try out its very cool options, such as half-tone or whole-tone shift vibratos. Please see the foldout poster for more details on making your own melodies.

Good luck!




THE LEGEND OF
ZELDA
OCARINA OF TIME™
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Herein lies the full account of The Legend of Zelda: Ocarina of Time. In this volume, you will find a comprehensive retelling of the tale and an in-depth guide through Link's entire adventure. It contains detailed maps of every place he visited, descriptions of how he found every item and weapon in his amazing inventory, and a treasure trove of useful lore from ancient Hyrule. This guide is the only one from Nintendo Power, and it is an essential part of any Hylian hero's arsenal!

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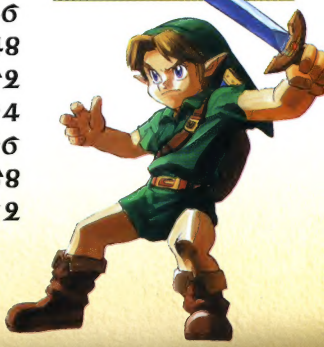

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LEGENDS OF ZELDA

Much of Hylian lore has faded with the passing of years, but one story that still shines bright is The Legend of Zelda. This is no simple tale, but an incredible tapestry woven of many years and many wondrous adventures. One odd thing about the legend is that it doesn't seem to have been written in chronological order, and scholars still disagree about which events came first. We will therefore recount the legend as it was set down in the ancient scrolls and let you decide for yourself. Hear now the saga of Link and Zelda, the greatest heroes Hyrule has ever known!

The Legend of Zelda

She was a princess of the realm, as intelligent as she was beautiful, but all of Zelda's royal power could not hold back the darkling power that arose to threaten her kingdom. The name of that power was Ganon, an accursed wizard who stole a piece of the mystic Triforce, a token of good fortune from three goddesses. Ganon captured Zelda and searched frantically for the remaining pieces of the Triforce, which the princess had scattered to the far corners of Hyrule.

Before she was imprisoned, Zelda sent forth her faithful servant, Impa, to seek out a hero strong enough and trustworthy enough to reunite the Triforce and break Ganon's power. That hero was Link, a selfless young warrior who, by fortune or fate, saved Impa from Ganon's monstrous Moblin servants. Hearing of Zelda's plight, Link braved countless dangers to recover the fragments of the Triforce, eventually battling his way to Death Mountain to confront Ganon himself. Finding that no earthly weapon could harm Ganon, Link used the legendary Silver Arrow to pierce the wizard's black heart and destroy him utterly–or so it was thought. The wise ones say that while evil can be diminished, it can never truly be vanquished, and soon an ominous shadow fell over the land of Hyrule once more.

Triforce

The Triforce was said to be a token of good fortune. According to legend, it was placed in the care of Hyrule's royal family, and as long as it was kept safe, Hyrule would be peaceful and prosperous. In Ganon's hands, however, it could become an instrument of evil and destruction.

1987: The Legend of Zelda

This was the first game to feature Zelda and Link, and video gamers had never before seen its like. It combined action with an intricate plot and became the blueprint for all the adventure-style games that followed. It was also the first battery-backed game for the NES, allowing fledgling warriors to save their Hylian adventures for another day—or at least until after dinner.

1988: The Adventure of Link

Released in 1988, Zelda II: The Adventure of Link presented our heroes in a new perspective. While the Overworld scenes were shown in the familiar overhead view, battle scenes and palace explorations were shown in a side-scrolling format. This game also included RPG-style features, like experience points and experience levels, and it focused more on combat than on mazes and puzzles.

Zelda II: The Adventure of Link

After Ganon's defeat, a new golden age blossomed in Hyrule. There was no want, and there were happiness and prosperity in great measure. One person who did not share in this time of joy, ironically, was Link. The young hero was troubled by signs of lurking danger, and his worst fears were realized when Princess Zelda was stricken by a terrifying enchantment.

A mysterious sorcerer, unable to wrest the secrets of the Triforce from Zelda, cast upon her a spell of endless, dreamless sleep. Link strode forth once more, venturing through forest and town and across the roiling sea to root out this vile fiend and bring him to justice. Link learned that the sorcerer had fled to the ancient ruin of the Great Palace. The only way to break the seal on the palace gate was to gather the shards of a magic crystal, buried for centuries within six dungeons and guarded by fearsome creatures. Undeterred by such dangers, Link fought doggedly through each palace, turning aside Moblins, Deelers and all manner of demonic enemies at every step. Already a master of sword and shield, Link also began to learn the ways of magic, to turn the weapons of his enemy against him.

After many days of toil and trial, Link finally stood before the gate of the Great Palace and ripped the final barrier asunder. He struck down the sorcerer's guardian, the cruel Thunderbird, then turned to face his ultimate foe. No challenge, no quest could have prepared Link for the horror he beheld, for the enemy he faced was none other than–himself! Given form by an unknown power, a shadowy duplicate of Link was the true architect of evil who had plagued Hyrule.

With a shrill cry, Link leapt to the attack. How long the battle raged the chronicles do not tell, but the sound of their clashing swords was like thunder, shaking the very pillars of heaven. And when their battle cries finally fell silent, it was Link who emerged the victor. Thus was Princess Zelda freed from her unnatural slumber, and the dark pall of doom over Hyrule lifted.

Little is known of Link's later adventures, but the ancient texts do say that he was ever vigilant of evil's shadow upon the land. It is also said that though the people of Hyrule revered him in story and song, Link remained humble to the last, for he knew that the most potent evil often comes not from without, but from within.

The scrolls of Hyrule

Much of the lore of Hyrule was recorded by scholars and sages. While many of their scrolls have been lost or destroyed over time, some were preserved in the Hyrule Castle archives. Many people believe that there are more chapters of The Legend of Zelda yet to be discovered.

1991: A Link to the Past

The Legend of Zelda: A Link to the Past marked a return to the all-overhead view and a renewed emphasis on plot and puzzle-solving. The game was one of the largest of its day, both in scope and in the size of its program. It featured a huge inventory of weapons, tools and items, all of which had some practical purpose in the game. Even the chickens turned out to be useful!

1993: Link's Awakening

The only Game Boy title in the series, Link's Awakening may not have had anything to do with Ganon or the Triforce. It followed Link as he explored a remote land called Koholint Island, and there were suggestions in the game that the entire adventure may have been nothing more than a dream. It remains one of the most popular Game Boy games and is scheduled for rerelease in a colorized version for Game Boy Color complete with a new dungeon level.

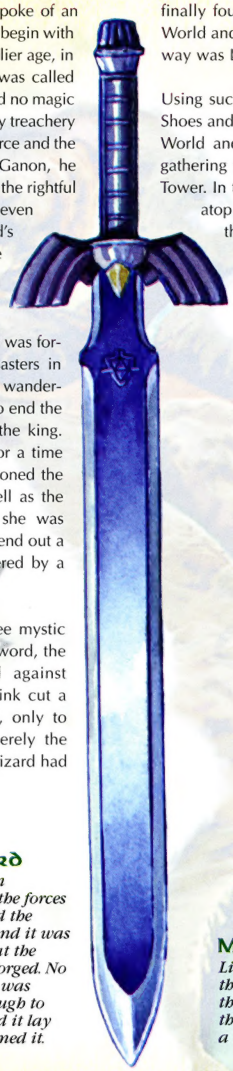
The Legend of Zelda: A Link to the Past

The third chronicle of The Legend of Zelda spoke of an earlier period in Link's life, but the story did not begin with him. The roots of the tale were buried in an earlier age, in a time when Ganon was yet mortal, and he was called Ganondorf, King of Thieves. While he possessed no magic at first, Ganondorf did command a vast army. By treachery and force of arms, he gained control of the Triforce and the Golden Land in which it resided. Renamed Ganon, he directed his now-enchanted army to overthrow the rightful king of Hyrule. It was only by the magic of seven sages that Hyrule was saved from the wizard's wrath. The seven then sealed Ganon within the Golden Land, which in time became known as the Dark World.

As the years tumbled past, the threat of Ganon was forgotten. Then there came a time of great disasters in Hyrule: fires, floods, pestilence and famine. A wandering wizard named Agahnim used his powers to end the troubles, and thus was named counselor to the king. Agahnim played the role of trusted advisor for a time but soon seized power for himself. He imprisoned the seven descendants of the seven sages, as well as the king's young daughter, Princess Zelda. As she was taken, Zelda used the powers of her mind to send out a call for help. Her desperate plea was answered by a bold boy named Link.

Unmindful of the danger, Link gathered three mystic pendants and used them to free the Master Sword, the only weapon powerful enough to stand against Agahnim's magic. Shining blade in hand, Link cut a swath through Agahnim's magical defenses, only to discover that this sneering sorcerer was merely the puppet of the dreaded Ganon! The ancient wizard had finally found a way to breach the barrier between the Light World and his Dark World, and the only one who stood in his way was Link.

Using such legendary weapons as the hookshot, the Pegasus Shoes and the Magic Mirror, Link journeyed between the Light World and the Dark World, freeing the seven captives and gathering the magic crystals that would unlock Ganon's Dark Tower. In the end, Link defeated Ganon in an epic battle high atop the wizard's shadowy citadel. Many say that it was the power of the Master Sword that finally proved to be Ganon's downfall. Others shake their heads knowingly and speak only of the stout heart and pure spirit of a lone, little boy.



Master Sword

The conflict between Ganon's army and the forces of Hyrule was called the Imprisoning War, and it was during this time that the Master Sword was forged. No warrior of that age was deemed worthy enough to wield the sword, and it lay idle until Link claimed it.

Magic Mirror

Link used the Magic Mirror to travel freely between the Light World and the Dark World. By gazing into the depths of the mirror and picturing himself in the other world, Link could propel himself through a magical, whirling vortex.

THE LEGEND OF ZELDA
OCARINA OF TIME

Much about the lives of Link and Zelda remains a mystery, but a new chapter in The Legend of Zelda was recently unearthed in a remote corner of the Hyrule Castle archives. It sheds some light on Link's boyhood and on the origins of the thief who would become the darkest sorcerer in Hyrule's history.

Link always seemed destined to be a hero. Even as a boy, his fate was bound to the fate of the Triforce. It was as if Time itself had chosen him to be its champion, and nowhere is this better shown than in this latest chronicle, The Legend of Zelda: Ocarina of Time. Newly discovered by Hylian scholars, this tale stretches from Link's boyhood to his early manhood. Some scholars suggest that this is, indeed, an account of Link's very first adventure. Others believe that the Link and Zelda in this story may not be the same as those in the previous chronicles, and that they are perhaps ancestors of that famous pair. While these questions may never be settled, we do know that this Link and Zelda displayed the same courage and nobility as the others who have borne those honored names.

Like The Legend of Zelda: A Link to the Past, this story began long before Link and Zelda were born. In fact, it began at the very birth of the world, when three goddesses shaped this globe and breathed life into it. When their labors were done, Din, Goddess of Power, Nayru, Goddess of Wisdom, and Farore, Goddess of Courage, created the Triforce as a token of their holy bond with the world. Where the Triforce stood became sacred ground, and the goddesses promised that as long as the Triforce endured, so would Hyrule.

In time, Hyrule flourished and became a powerful kingdom. Near Hyrule Castle lay a great, green wood, home of the Kokiri. Known as the Children of the Forest, all Kokiri had their own guardian fairies. All, that is, save one. The name of this lone Kokiri was Link.

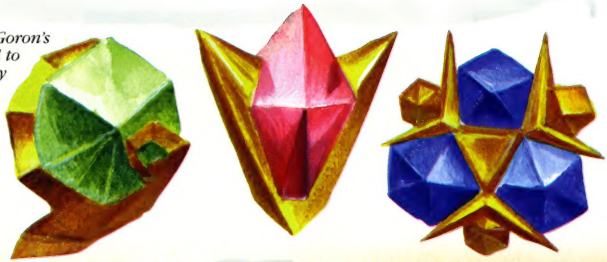
For a time, Link had been troubled by nightmares. Every night, as the blankets of sleep enveloped him, Link would find himself in the midst of a terrible storm. He would see before him an imposing castle, its towering spires lit by lightning. A rider on horseback would race by, a terrified girl locked in her grip. A fleeting glimpse, a desperate look, then she would be gone. Another rider would appear then, cloaked in black. He would turn his smoldering gaze upon Link—then Link would awaken. And thus began one of the darkest chapters in Hyrulean history...

Ocarina of Time

The Ocarina of Time was said to have the power to transport its bearer over vast distances. The ocarina was also reputed to have other fantastic powers. These powers could be tapped if particular songs were played or if the ocarina were played at certain times.

Spiritual Stones

Like the Triforce, Kokiri's Emerald, Goron's Ruby and Zora's Sapphire were said to be tokens of some higher power. They lay hidden from mortal eyes for many centuries, but Link bore them through great peril and used them to restore justice to Hyrule.



LINK IN ACTION

Link's skill in combat and his feats of strength and agility were well documented. His techniques were recorded in great detail and passed down through many generations of warriors. We've translated the ancient Hylian texts and adapted Link's techniques for use with our modern weapons.

Basic Training

CONTROL STICK

Use the Control Stick to move around. Push it in whichever direction you want to go. The farther you push, the faster you go. As you move, the camera moves with you.

Z BUTTON

The Z Button has several uses. As you explore, press Z to center the view directly behind Link. When you move close to a person or an object, your guardian fairy, Navi, may fly toward it. Press Z to look at that person or object. This is called Z-Targeting. Once a person or object is targeted, press A to speak to that person or examine that object. Z-Targeting is also used in combat, which we discuss on page 11.

L BUTTON

Maps are available in some areas. Once you find a map, press the L Button to turn it on and off.

R BUTTON

Press the R Button to draw your shield and hold it in front of you. Use this technique to deflect frontal attacks.

TOP C BUTTON

If Navi calls to you, press top C to speak with her. You can also use top C to switch to a first-person view.

OTHER C BUTTONS

A special weapon or item, like the slingshot or the Fairy Ocarina, can be assigned to the left, right or bottom C Button. You can change the weapon or item assigned to a button whenever you wish.

A BUTTON

The A Button also has many different uses, depending on your situation. You can use it to grab objects, pull yourself up and more. These and other functions are explained in more detail on the following page.

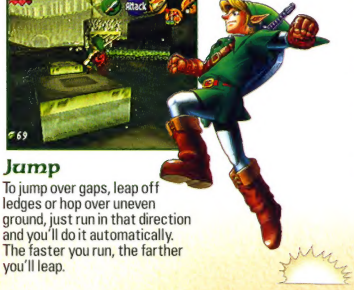
B BUTTON

Press the B Button once to draw your sword, then press it again to attack. You'll keep your sword in hand until you put it away by pressing A or until you activate a different weapon or item. See pages 10 and 11 for detailed combat tips.

Moving Right Along

Sidestep

When walking across narrow bridges, hold Z to face straight ahead and lock the camera directly behind you. To walk sideways, hold Z and press Left or Right on the Control Stick.



Jump

To jump over gaps, leap off ledges or hop over uneven ground, just run in that direction and you'll do it automatically. The faster you run, the farther you'll leap.

Swim

To swim, just walk into the water. Once the water is deep enough, you'll start swimming automatically. As with walking, just use the Control Stick to direct your movements.

Action Icon

The Action Icon is the blue icon shown in the upper-right portion of your screen. It displays the action that you can perform at that moment by pressing the A Button. The action that you can perform changes depending on where you're standing, and some actions may not be available at certain times. If the Action Icon is blank, try moving around to see if the icon changes.

Grab, throw & drop

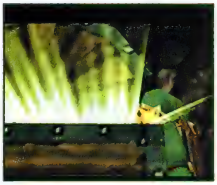
To grab an object, first move next to it. When the Action Icon reads "Grab," press A. Once you have the object, press the Control Stick in any direction, then press A to throw it. To drop an object, just stand still, and when the Action Icon reads "Drop," then press A.

Climb & drop

To climb a vine, a ladder or a rough-textured wall, just push the Control Stick in that direction. To drop down, just let go of the Control Stick and press A. To climb on top of a block or another obstacle, move toward it until the Action Icon reads "Climb," then press A.

Push & pull

When you grab a small object, you just pick it up in your hands. When you grab a large object, like a block, you can push or pull it using the Control Stick. Once the object is in the proper position, you'll usually let go automatically. If you don't, press A to release your grip.



Open

Move next to a treasure chest and press A to open it. You'll reach in and pick up whatever is inside the chest automatically.

Speak

Face someone and press A to start a conversation. If you can't face the person directly, use Z-Targeting to get his or her attention.

Check

The Check ability allows you to read signs or look at things. Once again, you can use Z-Targeting to focus in on a specific sign or object.

Dive

While swimming, press A to dive underwater. It's difficult to steer underwater, so dive straight at an object you want to grab.

Combat Training

Swordplay

Though you'll use a lot of different armor and items in the course of your adventure, your trusty sword will be your primary weapon. To draw your sword, simply press B. To slice sideways, press B again. For an overhead chop, hold Z and press B. If you want to take the direct approach, press Z, Up on the Control Stick and B simultaneously to stab an opponent. Stabbing is difficult to do, but it can help you move in under an opponent's attack. To execute a powerful jump attack, hold Z and press A. A jump attack has twice the power of the other attacks.

Slice B

Quick cuts

There will be times when a simple cut will be all you'll need, but when your enemies start to close in, just press B repeatedly. You'll hack, slash and slice your way through any minor enemy or obstacle with lightning speed.

Cut B + B + B

Stab Z + ● + B

Jump Attack Z + A

Chop Z + B

The overhead chop is especially useful for striking targets that are close to the ground, including the clay pots that hold hearts, rupees and other items. Once you're older and taller, a sideways slice will pass right over them.

Shield practice

There are three different shields in the game, which function differently at different times. In general, however, just press and hold R to hold your shield in front of you. You can move it around with the Control Stick, but you can cover only one direction at a time. To hold the shield and walk at the same time, hold Z and R while you're moving.

Spin attacks

There are several spin attacks, each more powerful than the last. If you're being attacked from all sides, move the Control Stick in a circle very quickly and press B. If your timing is correct, you'll hold your sword outward and whip around in a circle. Another method is to hold the B Button for a couple of seconds, then release it. Once you learn magic, this method of "charging up" your spin will actually use some of your magic power, and the attack will be even stronger.

Spin Attack — Hold B then release

Roll

To succeed in your quest, you'll need some fancy footwork to go along with your fancy fencing. To do a quick forward roll, press Up on the Control Stick and press A. If your timing is correct, you may avoid taking damage as you roll.

Roll Attack — + A

Backflip & dodge

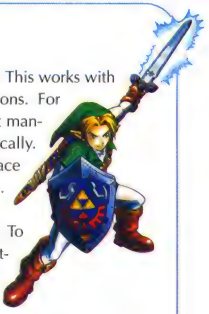
There will be times when your quick reflexes will be all that stand between you and defeat at the hands of your enemies. To backflip out of harm's way, hold Z, press Down on the Control Stick and press A. To sidestep an attack, hold Z, move to the left or the right and press A.

Backflip Hold Z press + A

Dodge Hold Z press + A

Z-Targeting

Z-Targeting locks your weapons on target. This works with your sword and most long-range weapons. For example, you can aim the Fairy Slingshot manually or use Z-Targeting to aim automatically. Once you Z-Target an enemy, you'll face toward it, no matter which way you move. To switch among different enemies within your line of sight, press Z repeatedly. To unlock from an enemy, move out of targeting range or hold Down on the Control Stick and press Z.



Keep in mind that Z-Targeting has a limited range, and that range is different from enemy to enemy. You may have to stand within an enemy's attack range for Z-Targeting to work.

Your attention will remain focused on your target until it is defeated or you look away manually. This may leave you vulnerable to an attack from another direction.

Z-Targeting works with long-range weapons, like the Fairy Slingshot and Fairy Bow, but it's not foolproof. With Z-Targeting, the farther away the target is, the less chance you'll have of hitting it.

LINK'S ARSENAL

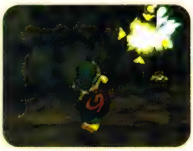
According to the ancient scrolls, Link had many wondrous weapons at his disposal. Some required magic, and we've noted how much magic power was needed for each use. In addition, the things Link used only as a child are marked in yellow, and those that he used only as a young man are marked in green.

Deku Stick

The Deku Stick was a common item used both as a weapon and as a tool. Link sometimes swung it like a sword, but it tended to break easily. He used it more often as a torch or to start a fire. It was commonly found in shops or left behind by enemies.

Fairy Slingshot

As a child, Link was famous for his skill with his Fairy Slingshot, a long-range weapon that he found early in his quest. Using Deku Seeds as ammunition, it was said that he could stike down Skulltulas and other fearsome enemies with ease.

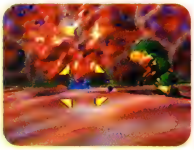


Boomerang

The boomerang is actually an ancient invention, and Hylians were famous for their skill in both making and using it. Link used his most often to stun or defeat enemies. In fact, he could defeat some types of creatures only with the boomerang.

Deku Nut

When thrown, the Deku Nut exploded with a flash bright enough to stun some enemies. It did not work on all enemies, but it was plentiful in most areas. If Link's supply was running low, he chopped at bushes, defeated enemies and overturned stones to find more.



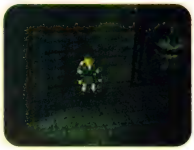
Ocarina

An ocarina is a flute-like musical instrument. Two of them figured prominently in Link's adventures. One was the Fairy Ocarina and the other was the Ocarina of Time. Both possessed amazing powers, and Link learned to play many marvelous melodies.

Lens of Truth

MP

The Lens of Truth was well named, for it allowed Link to peer through fake walls and see invisible items. Using this item consumed small amounts of Link's magic power, but it was well worth the cost. The amount of magic used was dependent on how long the lens was used.



Bomb

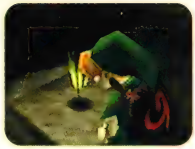
Link used a crude type of bomb to open up weak spots in walls or blow up boulders blocking underground grottoes. Once the fuse was lit, Link had only a few seconds before the bomb went off. He was also very skillful at throwing a bomb like a ball.

Bombchu

The Bombchu was a marvel of engineering. It was a mechanical mouse that Link could use to carry a bomb to a target. The Bombchu could climb up walls and reach areas that Link could not, but Link had to aim it carefully, since it couldn't be steered.

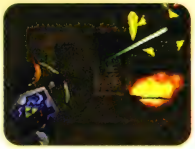
Magic Bean

Link traveled far and wide, but he never met anyone who said, "fee, fi, fo, fum." He did find more than one Magic Bean, however. Whenever he found a good spot, he planted a bean. Each one later sprouted and grew strong.



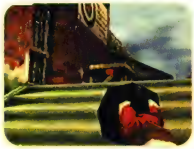
Fairy Bow

When Link grew to manhood, he gave up his slingshot in favor of the more powerful Fairy Bow. It could fire three types of magical arrows, including the Fire Arrow, the Ice Arrow and the Light Arrow. This bow was one of Link's most trusted weapons.



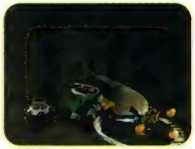
Hookshot

Another multipurpose item, the hookshot was a hook attached to the end of a long chain. Link used it as a weapon and as a grapple to grab objects or swing across gaps. As his adventure went on, Link was able to lengthen the chain considerably. The longer version of the hookshot was called the longshot.



Megaton Hammer

Not only was the Megaton Hammer useful for pummeling stubborn enemies into submission, it was also useful for moving blocks and turning rusty switches. Imagine what it would be like if everyone had a toolbox with one of these!



Fire Arrow

MP 2

A clever mix of science and magic was used to create the Fire Arrow, which exploded on contact. A small quantity of magic was used to boost the arrow's explosive power, creating a large fireball that would expand quickly and catch enemies off guard.

Ice Arrow

MP 2

This arrow encased enemies within a numbing block of ice, immobilizing them. If Link did not have enough magic to power a magic arrow, he could still use it as a normal weapon, but it would not have any special effect on its target.

Light Arrow

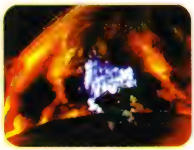
MP 4

The Light Arrow required twice the magic of the Fire Arrow or the Ice Arrow, forcing Link to save it for times of great need. It caused more damage than the Fire Arrow or the Ice Arrow, and enemies would cower whenever Link drew one from his quiver.

Din's Fire

MP 6

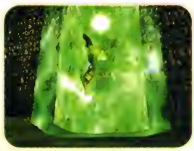
The three goddesses who created the Triforce also left behind three magic spells, which Link discovered and mastered. The first was Din's Fire, which Link used to surround himself with a ring of fire. This blazing inferno kept enemies at bay.



Farore's Wind

MP 6

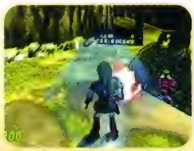
This spell was used to create what Link called a Warp Point. Once Link created a Warp Point, he could teleport back to that location at will. To collapse a Warp Point so that it could be moved to a new location, Link used the "Dispel Warp Point" command.



Nayru's Love

MP 12

The last of the goddesses' spells was called Nayru's Love. This spell protected Link from all harm for a short time. Like the other spells, Nayru's Love was kept secret and safe by the fairies. The only mortal they ever told about the spells was Link.

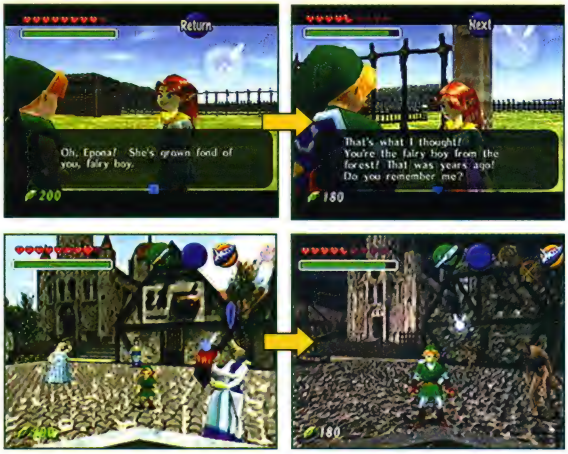


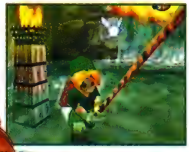
HYLIAN LORE

Not only do the ancient scrolls describe many of the key techniques and strategies that Link used during his quest, they also contain a lot of practical information about everyday life in old Hyrule. Anyone who would follow in Link's glorious footsteps should read the scrolls and heed their sage advice.

Swiftly Fly the Years

When Link unlocked the key to the Temple of Time, his spirit was imprisoned until his body aged into that of a hero. For seven years, Link lay in limbo, until he was awakened to challenge Ganondorf and complete his destiny. In that time, old friends had almost forgotten him, and the kingdom of Hyrule had declined, plagued by monsters and evil magic. Link set out immediately to put things right, traveling back and forth through time in the process. He found that there were some things he could do only as a child, like crawl through small passages. There were also things he could do only as an adult, like ride a horse or handle his heavy Hylian Shield properly. No matter his age or size, though, Link proved himself a worthy hero.





As a youth, Link's small size came in handy in many situations. As an adult, he would give up Deku Sticks, his boomerang and the Fairy Slingshot for such weapons as the hookshot, the Fairy Bow and the Megaton Hammer.

When Link became an adult, his friend Malon and her horse Epona still remembered him fondly. He was then big enough to ride Epona, but to claim her, he had to win a very difficult race.

Whenever young Link found one of these squared-off patches of dirt, he would plant a Magic Bean. By the time he woke from his enchanted sleep, the beanstalks had sprouted and grown tall.

The Fall of Night

Link labored day and night to complete his quest, and, in fact, he faced different challenges at different times of the day. For example, Hyrule Field was a place of rolling hills and warm sunshine during the day, but once the sun went down, it was a place of dark dangers. Strange creatures that would not walk by day would stalk the field by night to ambush unwary travelers. This was true of many places in Hyrule. Rest assured, though, that not everything that happened at night was bad. In Hyrule Castle Town, for example, some shops opened only at night, giving Link even more choices of goods and services. Different people would also come out at night, and many of them had information that was very useful to our hero. If he wanted to explore Hyrule Castle Town at night, he had to enter the gate before sunset, walk through the marketplace and stand on the road to the castle until the sun went down. He could go back to the marketplace then to look around.

All manner of dark and unholy creatures would come out at night. This was true in Hyrule Field and in many other locations throughout the land.

The outer gate to Hyrule Castle would close promptly at sunset. If he didn't reach it in time, he'd be stuck outside during the long, cold night.

In many places, Gold Skulltulas would come out at night and crawl around the outsides of buildings. Link would listen for the telltale sound of their scrabbling legs.

No Stone Unturned

Ancient Hyrule was a wondrous place, with secrets and surprises around every corner. Link left no grass uncut, no stone unturned during his quest. Rupees (the currency of old Hyrule), hearts (which replenished Link's energy) and more were often found in grassy fields or under rocks. As he explored, Link also searched carefully for secret grottoes hidden under bushes, beneath boulders or behind cliff faces. In these secret grottoes, he found valuable items or fairy fountains where he could replenish his energy. In the Great Fairy's Fountains, he even learned various magic spells. He sometimes had to return to a fountain two or more times to uncover all its secrets, but the rewards he received were usually worth the effort.

Link used his sword to cut grass in the fields. He also used bombs to blow up boulders too large to pick up and throw. In the old days, you could never tell what might be lying under a rock!

Fairy fountains were safe havens for Link on his long journey. If he needed to replenish his energy, he could go to a fountain to rest and heal his wounds.

Recycle Your Bottles

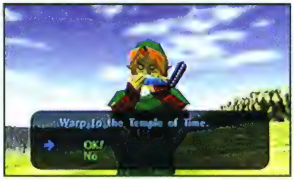
Glass bottles were commonly used even in olden times, and Link could fill them with milk, potions and other useful things. Such a prized possession could only be earned, not bought. He reused his bottles when he could, using them to store items he gathered in his travels. He even used them to capture fairies he found in some of the fairy fountains. It was said that he carried fairies into battle, and if he was injured badly, the fairy would restore his strength.

Your Friend, Indeed

Though Link did not have a guardian fairy for much of his childhood, he gained one just before he began his quest. The fairy's name was Navi, and besides helping Link with Z-Targeting, she also provided him with valuable information and tips. When Link used Z-Targeting, the target cursor would sometimes glow in different colors. If the cursor glowed yellow, it meant that Navi knew that enemy's weakness. If it glowed green, Navi had a hint or bit of information. Link would then talk to Navi to hear what she had to say. Sometimes Navi would just call out to Link. When she did that, she wanted to remind him about important tasks or give him clues.

On the Move in Hyrule

Link did a lot of his exploring on foot, as you might expect. He did, however, find other ways of getting around Hyrule. He looked for shortcuts wherever he went, he learned to ride a horse, and he even discovered ways to warp from place to place in the blink of an eye.



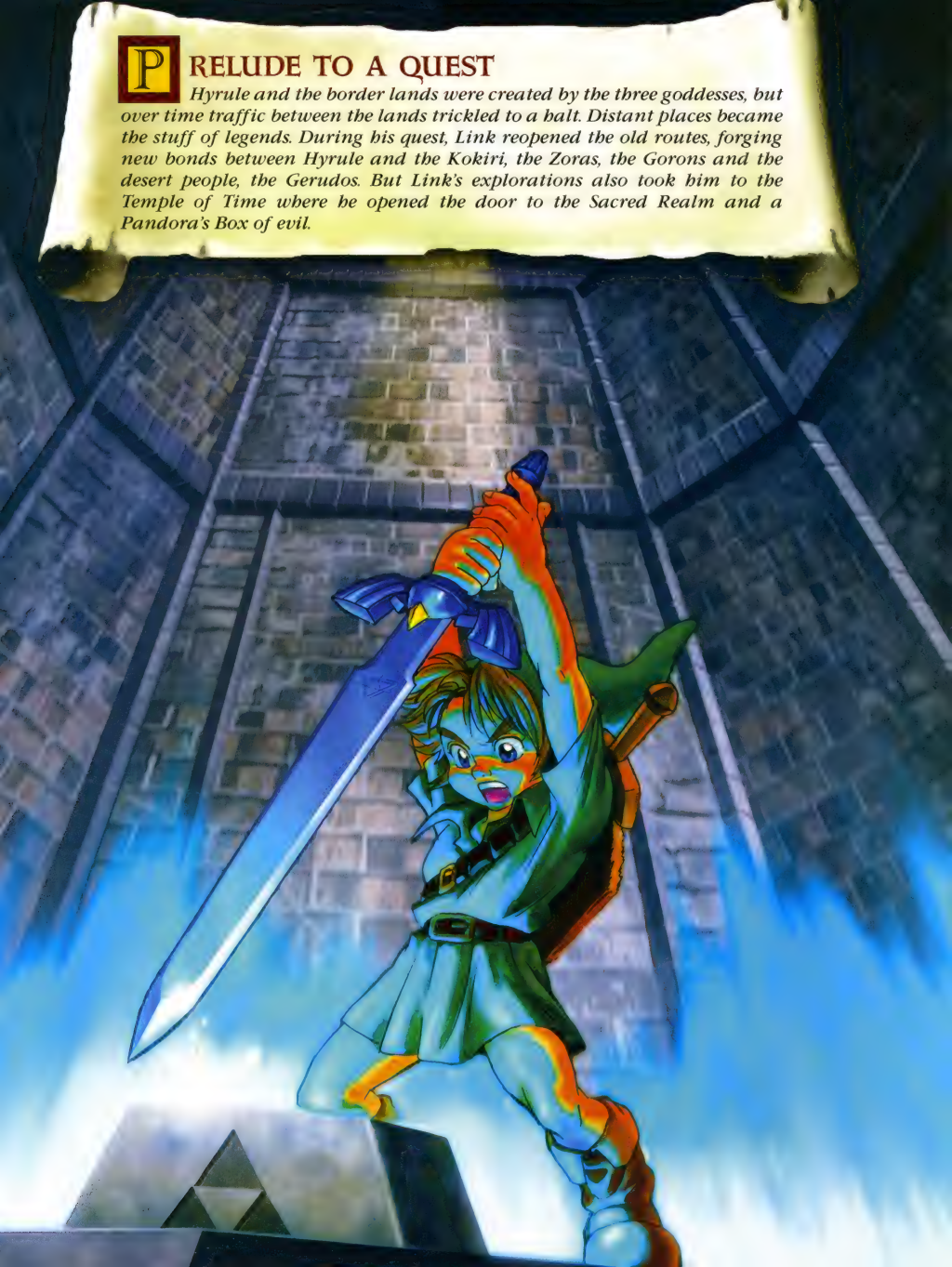
Link played different songs to warp to different locations. He had to learn the songs from a specific person before he could use them.

There were a number of shortcuts that Link discovered during his travels. One shortcut led from Goron City back to the Lost Woods.

Once Link won Epona the horse, he was able to call her to almost any part of Hyrule Field. Walking across the length of the field usually took Link at least a day and a night, but riding Epona shortened the travel time considerably.

PRELUDE TO A QUEST

Hyrule and the border lands were created by the three goddesses, but over time traffic between the lands trickled to a halt. Distant places became the stuff of legends. During his quest, Link reopened the old routes, forging new bonds between Hyrule and the Kokiri, the Zoras, the Gorons and the desert people, the Gerudos. But Link's explorations also took him to the Temple of Time where he opened the door to the Sacred Realm and a Pandora's Box of evil.



N

HYRULE WORLD ATLAS

N
HYRULE
WORLD ATLAS

OCARINA MELODIES

While your ears may not be as musically in tune (or as pointy) as Link's, you surely can play songs as well as the Hero of Time himself. For reference, write in the songs on the staffs below as you learn them.

Zelda's Lullaby

Epona's Song

Saria's Song

Sun's Song

Song of Time

Song of Storms

Minuet of Forest

Bolero of Fire

Serenade of Water

Requiem of Spirit

Nocturne of Shadow

Prelude of Light

Scarecrow's Song

If he only had a brain, Bonooru the scarecrow would be able to recall the song Link taught him seven years ago. Remember the original tune to serenade a scarecrow-hookshot-target.

The Map Legend of Zelda

Secret Grottoes

In underground havens lurk surprises such as fairies, cows, fish or Deku Scrubs dealing goods and gear. To enter their secret grottoes, bomb or hammer the boulder concealing the entrance or play the Sun's Song or Song of Storms to magically open the ground.

GOLD SKULLTULA

COMPASS

SCARECROW

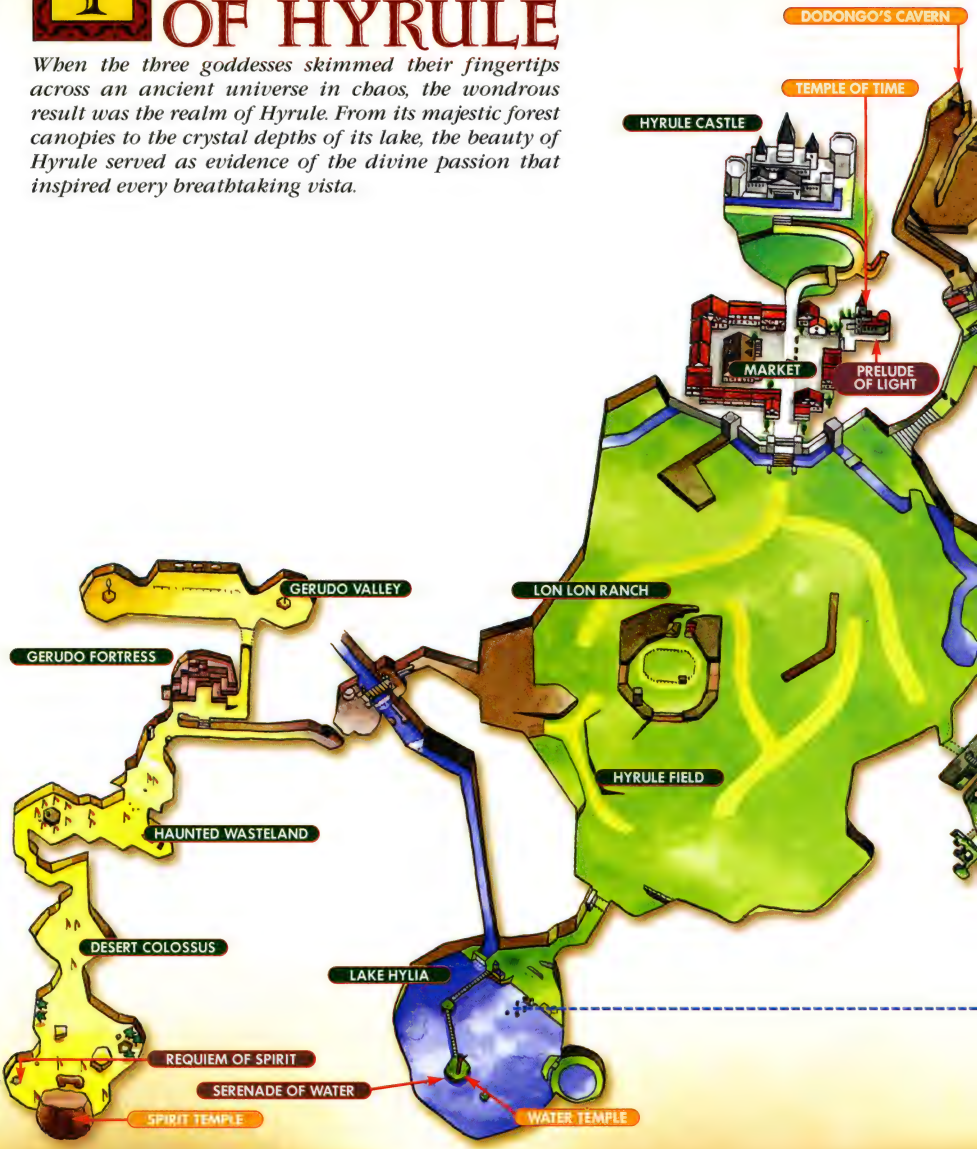
DUNGEON KEY

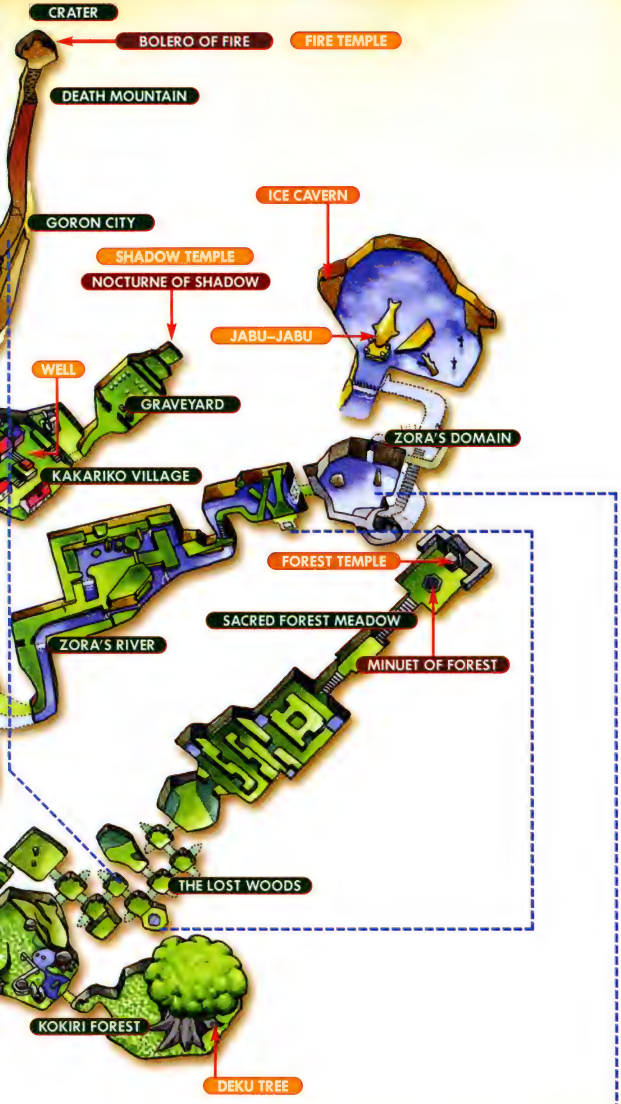
DUNGEON MAP

BOSS KEY

THE WORLD OF HYRULE

When the three goddesses skimmed their fingertips across an ancient universe in chaos, the wondrous result was the realm of Hyrule. From its majestic forest canopies to the crystal depths of its lake, the beauty of Hyrule served as evidence of the divine passion that inspired every breathtaking vista.





AREA NAME

DUNGEON

OCARINA WARP

SHORTCUT

THE WORLD OF HYRULE

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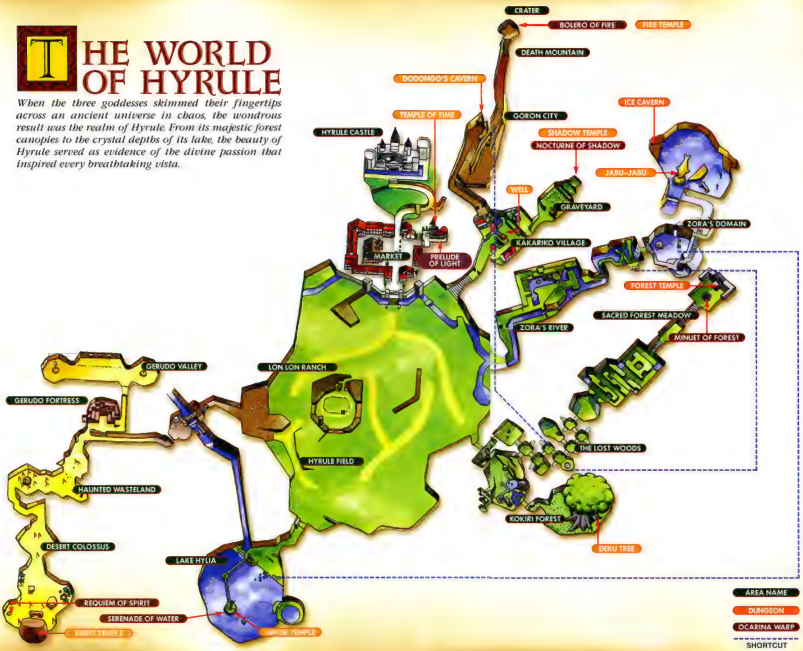
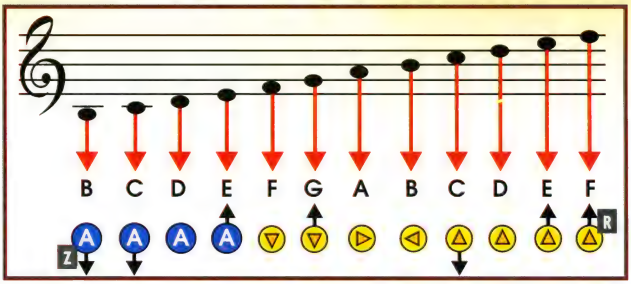


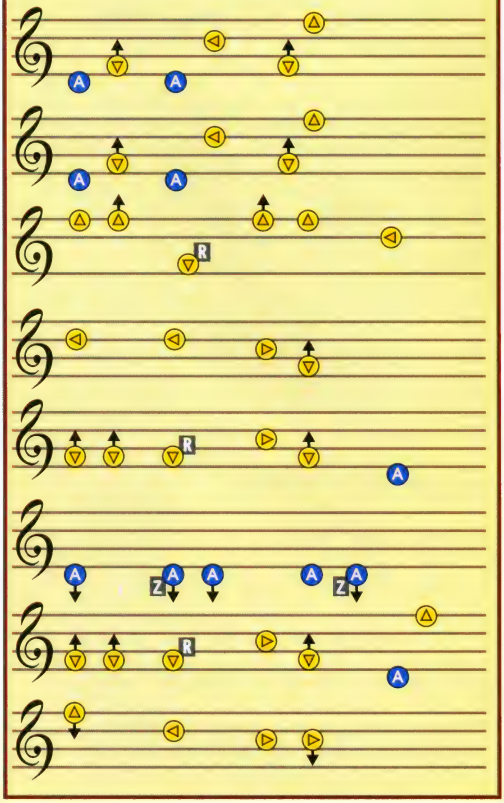
Finding Perfect Harmony in Hyrule

With its one-and-a-half octive range, Link's ocarina was often the key to solving mysteries, and when he wasn't fending off the forces of darkness, it provided a tuneful way for him to spend his time. Unwind like a hero by getting in tune with the ocarina. The measure on the right charts out the ocarina's range of notes with their corresponding button and Control Stick moves. To test your music skills, play the song below—the theme you hear while in Kakariko Village.



Kakariko Village

MUSIC BY KOJI KONDO



R ♯ To make the note you're playing soar a half-step higher, press the R Button. With the exception of B and high F, pressing the R Button will change a note to a sharp.

By slowly pushing Up on the Control Stick, you can gradually raise the pitch of a note until it reaches the next higher note.

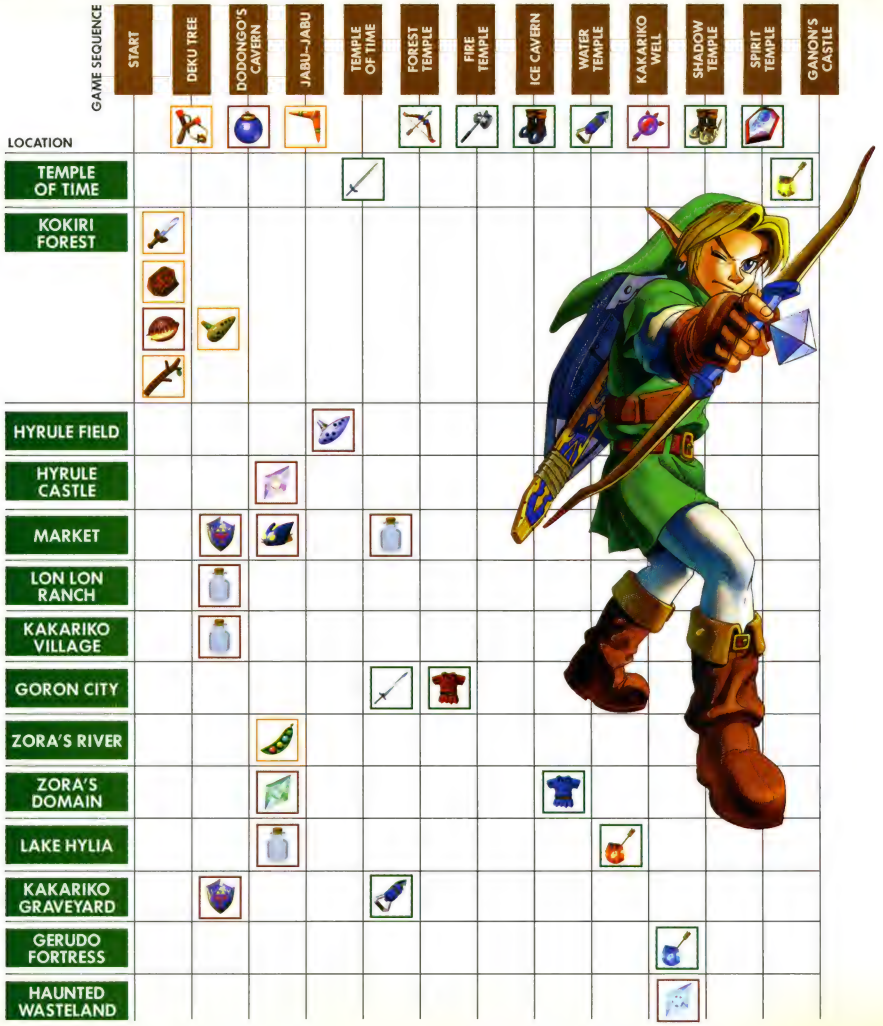
To vary your note with vibrato, add the tremolo effect by pushing Left or Right on the Control Stick.

If you want to make your note gradually dip to the next lower note, slowly press Down on the Control Stick.

Z ♭ To play your note's flat—the tone one half-step below what you're playing—hold the Z Button while playing the note.

ITEM CHART

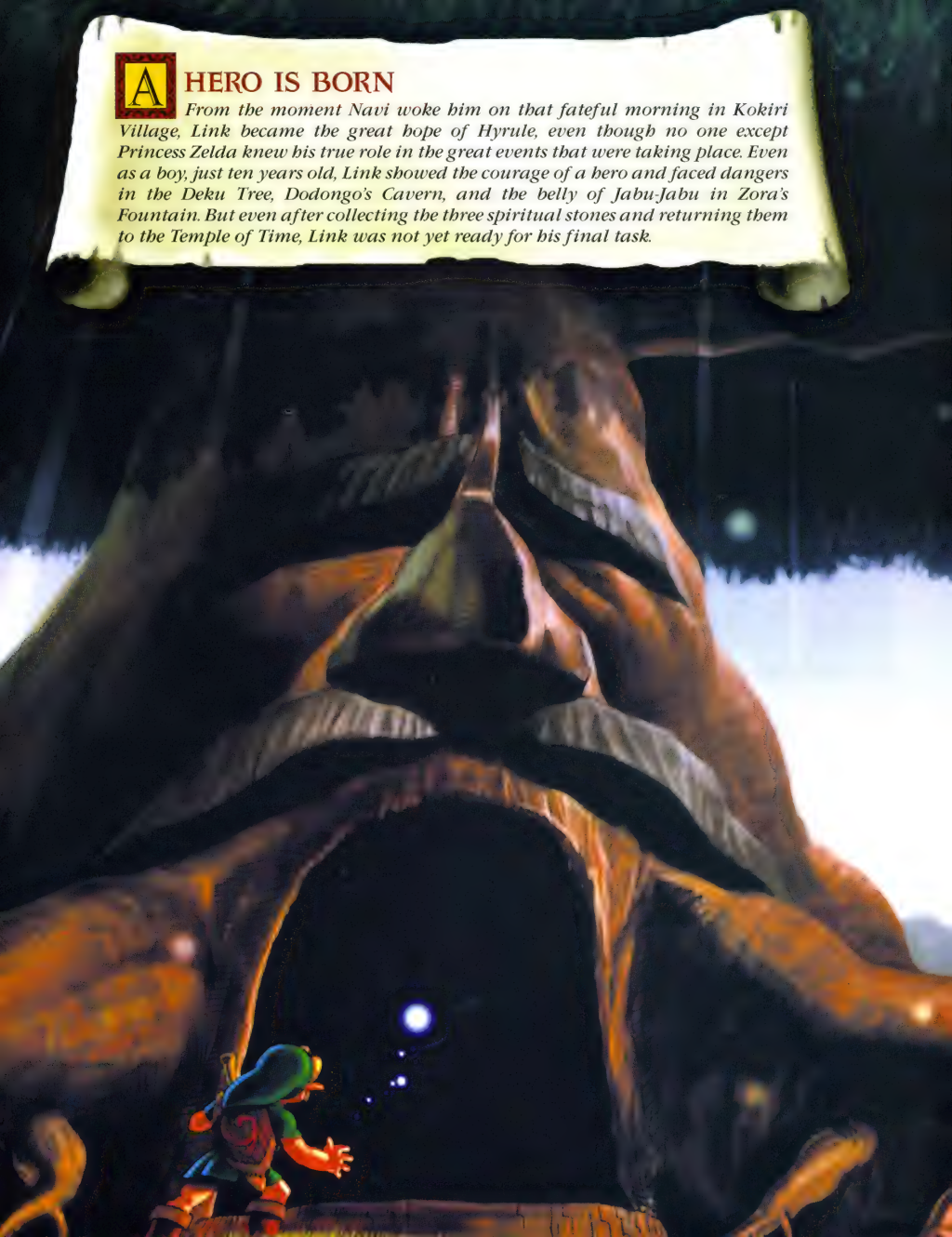
The time line at the top of the chart shows the order in which Link visited various places. An item listed directly below an area was found in that area. The left side of the chart shows places Link visited between his major quests. Use the time line to see when Link found items in these areas. For example, Link found the Fairy Ocarina in Kokiri Forest after he explored the Deku Tree. Each item is color-coded to show at what age Link used it: green for adulthood, yellow for childhood and brown for both.



ADULT LINK | YOUNG LINK | BOTH

A HERO IS BORN

From the moment Navi woke him on that fateful morning in Kokiri Village, Link became the great hope of Hyrule, even though no one except Princess Zelda knew his true role in the great events that were taking place. Even as a boy, just ten years old, Link showed the courage of a hero and faced dangers in the Deku Tree, Dodongo's Cavern, and the belly of Jabu-Jabu in Zora's Fountain. But even after collecting the three spiritual stones and returning them to the Temple of Time, Link was not yet ready for his final task.



KOKIRI FOREST

Under the ever-watchful and wise Great Deku Tree, the Kokiri Forest flourished with the essence of life. Amid the concealing trees of the vast forest lived fairies and the peaceful Kokiri, a race of elfin youths who never grew old. From this innocent beginning, Link's quest to save Hyrule from a dark reign began.

Awakening Hyrule's Only Hope

While young Link weathered his ominous nightmare, the fairy Navi arrived to rouse him from his slumber and deliver news from the forest's wise patriarch, the majestic Deku Tree. As his frightful dream faded in the morning sun, Link listened to Navi's message. Not only had the Deku Tree summoned Link to appear before him, but Navi was to be his personal fairy! When he emerged from his forest dwelling, Link's friend, the gentle Saria, greeted the pair and encouraged Link to give audience to the Deku Tree.

The Kokiri children

The children of the Kokiri Forest were many, living under the protection of their guardian fairies and the sage Deku Tree. Most Kokiri, such as the enchanting Saria, were friends to Link, but all were forced to endure the bully, Mido, who never hesitated to chasten the boy without a fairy.

Crossing Water

Link swiftly jumped across the river using the rocks in the water, anxious to claim the rupees on the other side.

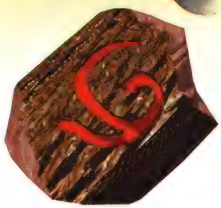
Link's Call to Arms

The obstinate Mido refused to allow Link free passage to the Deku Tree, even though he had gained a fairy companion. Not until he held the proper equipment, that of a hero, would Mido stand clear. Link needed to obtain a sword and a shield before the pointy-eared ruffian would allow him to speak with the Tree.

Kokiri Shop

ARROWS (10)	20
ARROWS (30)	60
DEKU NUTS (5)	15
DEKU NUTS (10)	30
DEKU SEEDS (30)	30
DEKU SHIELD	40
DEKU STICK	10
RECOVERY HEART	10

When Link returned with the cherished Kokiri Sword and the sturdy Deku Shield, an envious Mido allowed him to pass into the Deku Tree's grove.



Deku Shield

Crafted from the wood of the mighty Deku Tree, the Deku Shield would protect Link from the fury of many foes. He found this sturdy shield in the Kokiri Shop and believed forty rupees to be a fair price.

Hero-in-training

Once the forest youths saw Link with the glimmering Kokiri Sword, they were eager to help him improve his dexterity with the blade. Link possessed an amazing natural talent with the sword, but he was eager to sharpen his fighting skills. Even though he learned the fierce jump attack, he knew that he would need to be just as good defending himself as he was attacking. He expertly learned how to jump, flip and roll out of harm's way.

Kokiri Sword

The mystical Kokiri Sword was a treasure of the forest, but Link knew that if he was to become a hero, he would need its might by his side. But what good is such a blade without the skill to use it?

A Link to the Future

Moo'ving on up?

After besting Malon's obstacle course with Epona, Link returned home to find his bovine prize waiting for him. How the cow managed to get up the ladder was beyond Link's grasp, but he appreciated having a personal dairy at his disposal.

DEKU TREE

The wise Deku Tree, he who breathed life into the Kokiri Forest, had faithfully watched over the ancient woods since his fellow trees were only saplings. The Kokiri believed his benevolence to be everlasting and his life to be eternal, but a shadowy threat forced the Tree to call upon one special boy for help.

Inside the Deku Tree

Link nimbly fought his way past a trio of snapping Deku Babas, gaining sticks made of the magical wood before reaching the roots of the Great Deku Tree. Link listened as the Tree told him why he had been suffering through the recurring nightmares. An evil force was descending upon Hyrule, and its presence was not lost upon the young Kokiri. And this same vile threat had placed a curse on the Deku Tree. The Tree now needed Link to muster all his courage and might to help dispel the foul incantation.

Deku Nuts

Link used these nuts, the fruit of the Deku Tree's strong limbs, to stun his enemies. Each time he threw one to the ground, a bright flash would temporarily blind his foe, allowing Link a chance to attack.

The Deku Tree

The magnificent Deku Tree, genesis of the Kokiri Forest, possessed one of the strongest spirits in all of Hyrule. Link knew that in order for the Great Deku Tree to fall ill, the malevolent force that had stolen into their realm must be frightfully potent.

Deku Baba

Under evil influence, seeds that fell far from the Tree blossomed not into colorful flowers but into menacing tendrils. They remained dormant until a Kokiri came too close. Then their wicked bloom wildly thrashed about, hoping to feast on the hapless intruder.

1 Repelling nuts

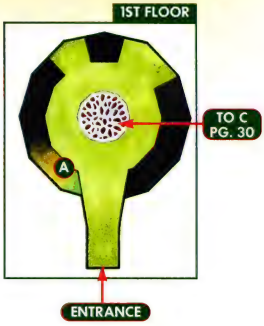
As Link entered the room, a pesky Deku Scrub started to attack. Heeding Navi's advice, Link used his shield to repel the scrub's volleys. Once defeated, the cowardly plant taught Link a new tactic.

2 Aiming to escape

Unable to use the crumbling platforms or climb the ravine's high walls, Link quickly searched for another way across the chamber. Looking up, he spied a ladder fixed high above him, but it was far out of reach. Link pulled back on his slingshot and hoped his aim was true.

Fairy Slingshot

Link found the Fairy Slingshot, favorite weapon to many a spunky pixie, hidden in a chest. It was useful throughout young Link's travels, sometimes getting him out of the most hopeless of situations.

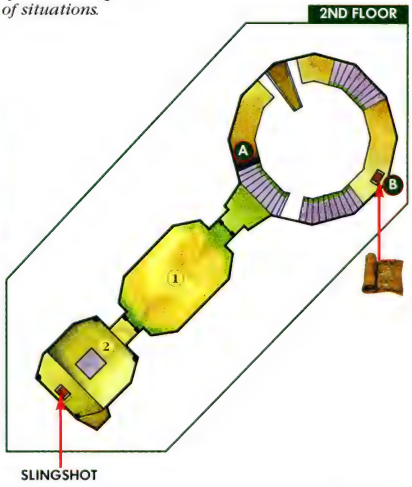


3 Scorched torch

As Link entered the chamber, bars slammed behind him. Navi suggested that lighting the unlit torch might help. Link ignited a Deku Stick and set the second torch ablaze.

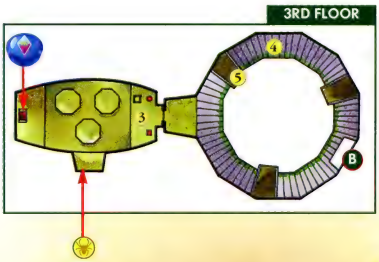
4 Arachnid attack

The giant Skulltulas were formidable foes, seemingly impervious to attack on their armored backs. But, crafty Link discovered that a swipe to their soft bellies was enough to dispatch them.



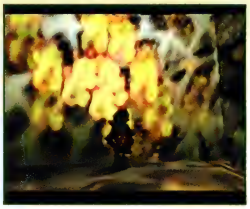
5 Unraveling the web

Able to survey the inside of the Deku Tree from the highest ledge, Link spotted a way to reach the level below the cobweb–but it wouldn't be easy. He had to jump through it! Looking down, Link realized the mammoth web made for a tricky target, so he took a deep breath and a leap of faith.



6 Burning the web

Something had been busy spinning webs–and cleverly hiding doors behind them. Link felt the threads of the draping webs in his fingers and got an idea. He would burn his way through the tangles. Getting fire from the burning torches would be simple, but crossing the water without losing the flame would be difficult. He carefully stepped only where the water was shallow.

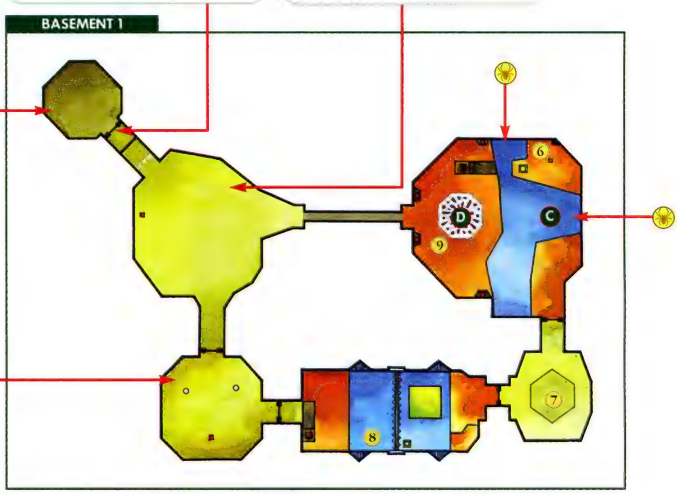


Deku Sticks

A twig was just a twig, but any stick made of Deku wood was a keeper. As Link found these special poles, he tucked them away in his knapsack, knowing they would come in handy during his adventure.

A curious wall stood between Link and the chamber beyond. Once he was able to use bombs and held the boomerang, he entered and captured the Skulltula token hidden inside.

A big, empty room looked mighty suspicious to Link. No sooner had he set foot in the room than three dungeon denizens attacked from above. But the creepy crawlers fell quickly before Link's blade.



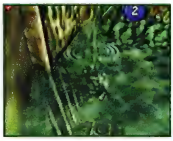
The only danger Link faced in this room was a hungry Deku Baba. Using a Deku Stick, Link lit the two smoldering torches and exited the room.

7 Gone in a blink

Further progress into the dungeon seemed impossible. With the door locked behind bars and no key to be found, Link needed another solution. He felt a chill, as if he were being watched. Link reached for his slingshot, on a hunch that the way out was only a blink away.

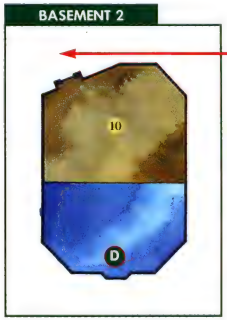
8 Diving for switches

The first thing Link saw when he entered the chamber was a twisting log, adorned with spikes that even a Deku Shield could not protect him from. With the floating platform sliding just beneath the log, Link needed to lower the water. Navi suggested diving into the pool. Under the waves, Link discovered a switch that drained the water...but for a short time only! Once across the water, Link deftly dispatched a Skulltula and pulled a block across the floor so he could reach the door.



9 The second basement

Remembering how he got past the cobwebs to reach the hidden doors, Link decided he would try to burn his way through the mammoth cobweb that covered the floor. But the water between him and the torches was too wide–unless he created a platform between the two ledges. After lighting the Deku Stick, Link scurried back to the web and scorched it, revealing the level below.



Deku Scrubs

These bad seeds were nothing but thorns in Link's side. Deku Scrubs were weeds that came under the curse's power, mutating into craven flora that spit nuts at faraway targets and bid when their prey came close.

10 Deku Scrub Bros.

Lurking outside the lair of Queen Gohma, three Deku Scrub brothers posed a tricky problem for Link. He effortlessly reflected their seeds back at them, but it seemed that no matter how many times he tried to dispose of them they came back for more. Link recalled a clue on how to defeat these weeds...something about the order in which to attack them?

GOHMA

As Link walked through the door, Gohma roared into action. The monstrosity eclipsed Link, leaving no chance for victory unless he found a weakness. When his sword glanced off, he let fly with his slingshot just as the beast's eye flashed red. It was dazed long enough for Link to strike. Gohma retreated to the ceiling long enough to lay eggs that hatched tiny Gohma Larvae before battling Link again.

When she returned to the ceiling, Gohma laid eggs that released tiny arachnids to keep Link busy before she returned to the fray.

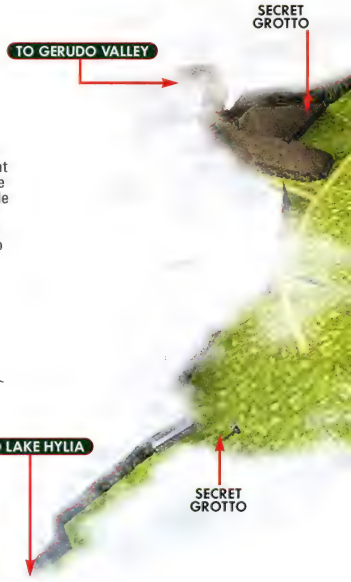
HYRULE FIELD

To travel from the treacherous Death Mountain to the cool banks of Zora's River, any wanderer had to pass through the grassy pampas of Hyrule Field. A rambling prairie that connected all the corners of the realm, Hyrule Field was safe territory...except for adventurers who were unfortunate enough to be stranded there past sundown.

The Road to Hyrule Castle

Link emerged from the Deku Tree victorious! As a reward for his valor, the Tree bestowed upon him a sparkling jewel, the Kokiri's Emerald, and told him he must leave the forest for Hyrule Castle, where a princess would reveal the next step on his path of destiny. Link ran from the forest but was stopped by the sound of Saria's dulcet voice. She gave him a musical ocarina and wished him luck. Stepping out from the trees for the first time, Link was taken aback by the size of Hyrule Field, a sprawling plain that stretched farther than his eyes could see.

Because monsters roamed the plains at night, Hyrule Castle protected its people by raising its massive drawbridge as the sun melted into the horizon.



Fairy Ocarina

Saria's gift, the Fairy Ocarina, was blessed with perfect tone if played by someone of pure heart. If a special song was performed with the ocarina, it would have wondrous results. Link treasured the ocarina not only for its magical powers, but also because it would always remind him of his friend.

Kaepora Gaebora

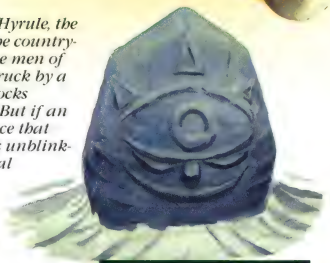
If there was one thing Link could never have a enough of, it was friends. A wise old owl kept a close watch over him, swooping in only when he felt his advice was needed. From time to time, whenever Link required help in his travels, Kaepora never hesitated to lend a wing.

Relief from beneath

Sprinkled beneath Hyrule, grottoes filled with healing fairies and lost bounty sat idle until found by resourceful travelers. Entryways to these secret hollows were hidden, but once Link acquired the means to shake the earth, he was able to uncover these sanctuaries.

Gossip Stones

Working as the eyes of Hyrule, the Gossip Stones littered the countryside, a legacy of the wise men of times gone by. When struck by a sword, these cyclopic rocks revealed only the time. But if an adventurer used a device that could return the Stone's unblinking gaze, it would reveal greater truths.



Creatures of the Night

When tiny stars poked their twinkling heads from the dark canvas of night, monsters erupted from the ground and ran amok on the Hyrule countryside. While Link was able to travel safely during daylight, if he was caught under the moon's silvery halo, he needed to keep his blade ready for action. Even his gentle footsteps were enough warning to mindless skeletons that unlucky prey was nearby.

A Link to the Future

Poe for sale

During Hyrule's decline, rupees became scarce. But, as long as Link had an empty bottle, a quick 200 rupees where only a ghost away. He was able to sell the bottled spirits in the old Guard House for an ample profit.

MARKET

Just beyond the imposing drawbridge, Hyrule Castle Town was alive with the sound of bartering shopkeepers hawking their wares and clinking rupees exchanging hands. One could not only buy provisions and equipment, but also enjoy a little entertainment while the afternoon crawled by.

Just a Girl Called Malon

The sun-soaked courtyard was filled with laughter and song, as children played and sweethearts cooed. Amid the crowded market square, Link noticed a beautiful young girl standing alone. She told him that she was waiting for her father, Talon, who had gone to Hyrule Castle to deliver milk from their famous Lon Lon Ranch. But that had been hours ago and he had not returned. She asked a favor of Link. In exchange for a strange egg, would he look for her father while he was visiting the castle?

Malon

The spirited daughter of Talon, Hyrule's laziest rancher, Malon immediately took a liking to young Link. Once he helped her find her absent father, Link had a friend for life.

Hylian Soldiers

A fervent sense of duty ran through the veins of every Hylian Solider, as it was their calling to protect the royal palace and maintain order. But even the legion of fine soldiers was not enough to halt the rise of Ganondorf.

A Jarring Mess

Hyrule Castle was guarded by a highly organized band of efficient, armored soldiers. Why then was their guard station in such disarray? Clay jars were strewn across the cobblestone floor, and the solider on watch certainly didn't seem to mind the curious youth taking a peek in each and every one of them.

A Link to the Future

The spirit of commerce?

The Hyrule marketplace lay in ruins, the guard house abandoned. The only shopkeeper who remained was an eerie, one-eyed man who dealt in an eccentric trade...ghosts for sale.

Bazaar

Any thought of thievery in the Bazaar fled as soon as one saw the size of the man who owned the shop. Link realized that his wares were available in the wild, except for a glimmering shield high out of the boy's reach.

Bazaar

ARROWS (10)	20
ARROWS (30)	60
ARROWS (50)	90
BOMBS (5)	35
DEKU STICK	10
DEKU NUTS (5)	15
HYLIAN SHIELD	80
RECOVERY HEART	10

Hylian Shield

Forged from the fires of Hyrule's finest blacksmith, the Hylian Shield protected Link from the harsher elements lurking in the darkness of the dungeons and the other dangers found in the far-flung corners of the realm.

Potion Shop

The myriad goods in the potion shop piqued Link's curiosity, but he was unsure what he could possibly do with most of the items. A few potions would restore health, but who needed a bottled ghost?

Potion

Brewed from rare herbs and boiled in enchanted cauldrons, these potions were often Link's salvation. While stranded in a dungeon, away from healing fairies and fountains, these potions restored vitality and magic.

Potion Shop

BLUE FIRE	300
BOTTLE BUG	50
DEKU NUTS (5)	15
FAIRY'S SPIRIT	50
FISH	200
GREEN POTION	30
RED POTION	30
POE	30

Happy Mask Shop

Masks were popular with Hylian children, and the shopkeeper had few in stock. Since the man worked alone, he could not make deliveries, but he was willing to trust Link to peddle a few masks for him.

Shooting Gallery

The owner of the Shooting Gallery taunted whomever he could into playing his game, and since Link considered himself an ace with his slingshot, he was more than willing to pay admission and claim his prize.

Treasure Box Shop

Games of chance were very fashionable in Hyrule, especially in the Treasure Box Shop. A series of rooms contained many chests, and the goal was to open only those containing the key to the next room.

Bombchu Shop

Most shops closed at nightfall, except for the ones in back alleys. Behind an unmarked door, a strange man was dealing in odd-looking bombs that moved on their own. The bombs seemed helpful, but Link thought the price was very steep.

Bombchu Bowling

Link was intrigued by this game of skill. He stood at the far end of an alley and had to direct the mousy Bombchus into the holes while avoiding moving obstacles. It was tough indeed! Once he finished all three holes, the woman at the counter awarded him a prize.

Bombchu

Despite its mousy exterior, this explosive gadget allowed Link to detonate obstacles from a distance. In addition, its sticky underbelly provided a means to bomb objects too far out of reach.

HYRULE CASTLE

For Link, the royal palace was a wondrous sight to behold. Towers pierced the billowing clouds above Hyrule Field and colorful banners whipped in the cool breeze. Imagined by a genius and constructed by an army of fine bricklayers, Hyrule Castle was both a visual marvel and an impregnable fortress.

Sneaking into the Castle

Link left the marketplace and headed for the castle as the great Deku Tree had instructed him. Unfortunately, because of a foolish prank pulled by some townsfolk, security around the castle had been increased tenfold. A legion of guards stood between Link and the Princess Zelda. Craftily, Link observed that the guards were looking only for outsiders coming up the path. A boy climbing up the wall and cautiously walking from tree to tree behind the guards would not be discovered. Once finding his way around the gate, Link softly tread across an open field. But with the drawbridge closed and the walls too high to scale, Link dove into the chilly moat and swam past the final pair of guards.

The soldiers took their duty seriously. Even little boys with instructions from talking trees were refused entry to the castle.

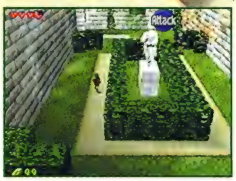
The guard at the door eyed Link sternly. To get past the main gate, he used a dangling vine to scramble up the earthen wall and get a bird's-eye view. The road to the castle was lined with watchful guards.

Asleep at the Deal

When Link surfaced from the waters, he heard an awful noise. He peered above the ledge, expecting a vile beast lying in wait. Instead, Link saw Malon's father, fast asleep, snoring up a storm. What special sound would wake this lazy farmer? And how could Link use the huge milk crates to cross the moat?

A Tiptoe through the Tulips

Just when Link thought he had made it to the princess, he found a regiment of guards protecting the royal gardens. As the soldiers walked their plotted routes, Link darted from hedge to hedge, ducking behind fountains and statues before a guard could catch him. He had to balance himself as he slowly tiptoed over a trellis that spanned two hedges and a wily guard. Finally, only a maze of sculpted plants divided him and the princess.



The Prophecy of a Princess

Link surprised Princess Zelda as he emerged from the gardens. When she saw Navi, she knew that Link was the figure from her dreams. The same dark vision that had given Link his nightmares had also affected the princess. She had prophesied his arrival and told him of the sacred Triforce. Zelda knew in her heart that the order of the realm was in peril. Link agreed to help cast the evil out of Hyrule and protect the divine relic.

The word of Princess Zelda carried great weight in Hyrule. With her letter, Link was able to pass through gates that were closed to him before.

Princess Zelda

The greatest treasure of the royal family, Princess Zelda was truly the fairest girl in all of the kingdom. With her kindly heart, aura of honor, and a fierce sense of justice, Zelda was respected by the people of Hyrule.

Impa

Impa was the sworn protector of Princess Zelda. Despite her hard exterior, her heart was bigger than Hyrule itself, softening at the serene melody of Zelda's Lullaby.

Unearthing the Great Fairy

In his hurry to reach Princess Zelda, Link had ignored a side path that seemed to lead toward a dead end. Upon closer inspection, he realized that this was no misplaced boulder but a secret entrance to the sanctuary of one of the fabled Great Fairies. If Link could dislodge the massive stone, perhaps the Great Fairy would be willing to share her vast wisdom.

LON LON RANCH

Perched high atop a plateau in the center of Hyrule Field, the Lon Lon Ranch prospered from the fame of its prized cows that produced the most delicious milk in the land. But its cows weren't the only animals deserving of attention. Lon Lon's horses were bred to be trusty steeds and capable companions for anyone who could tame them.

Malon's Gift of Song

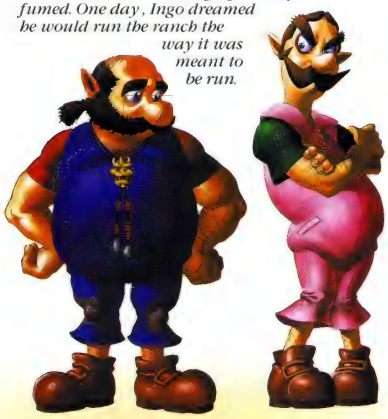
After looking in the stables for Malon, Link was ready to give up. He started to leave, but a delightful voice amidst the noise of galloping horses and talky cuccos stopped him. He followed the melody to the corral where he found Malon, singing sweetly to her filly, Epona. As Link approached, Epona bolted. Malon saw his ocarina and taught him to use the soothing melody he heard her singing to win the horse's affection.

Bottles

Bottles were used to contain much more than just milk! Link kept as many bottles as he could find, for not everything he discovered could be kept in his bare hands.

Trouble on the Ranch

Lon Lon Ranch seemed like a quiet place to most visitors, but beneath the surface a cauldron of resentmetns boiled and bubbled. While the owner, Talon, spent much of the day sleeping and training his cuccos, his servant, Ingo, privately fumed. One day , Ingo dreamed he would run the ranch the way it was meant to be run.



Talon's super cuccos

Talon loved games, and he designed a good one for Link. Talon released three special cuccos into the flock already running about. He promised that if Link could find the three cuccos before time ran out, he would award him well...and Talon was not a sore loser.

Lon Lon Cows

Cows from the Lon Lon Ranch had a reputation in Hyrule for providing the best tasting milk. In addition to quenching thirst, the milk was rumored to possess special powers.

Lon Lon Ranch was surrounded by a high fence that kept the animals in while keeping intruders out. Link was far too short to climb over the wall.

A Link to the Future

The sad fate of Lon Lon Ranch

When Link returned to Lon Lon Ranch, he immediately sensed that something was amiss. The sound of Talon's snoring was oddly absent. While Link had slept, Ganondorf took the ranch out of Talon's hands and placed it under Ingo's command. Ingo's heart had soured, forcing Malon to labor while he groomed her horses to be gifts for Ganondorf.

The Hylian Derby

Greedy Ingo offered to allow Link to ride the horses for a price. Link knew this hard bargain was the only way to rescue Epona from Ingo's cruel treatment. Ingo was a sporting man, though, and the prize of the contests eventually became Epona herself. If Link could best Ingo at riding, which was no easy task, he could free the proud steed.

Epona was as skilled at jumping as she was at galloping. A small fence was a simple hurdle for her, but the higher the fence the faster she would have to run in order to clear it.

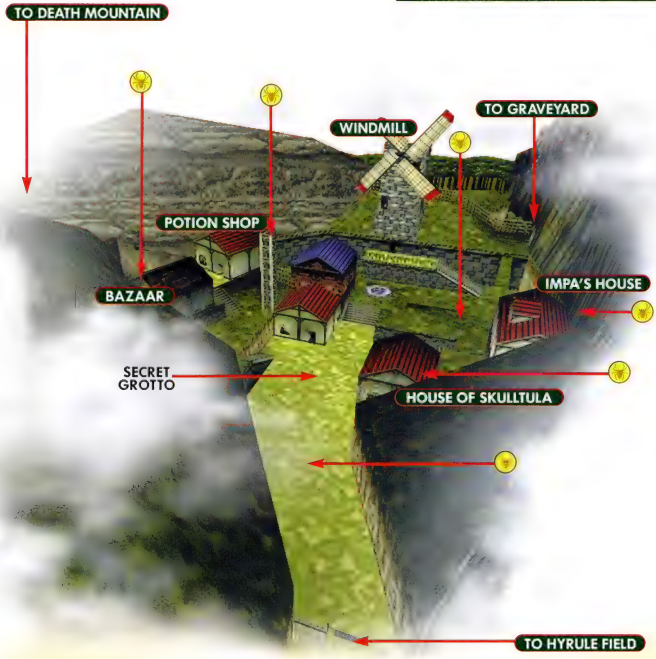
Malon cheered when she saw Link deliver Epona from Ingo's harsh control. She was pleased to see her horse in better spirits and playfully challenged them to race over fences.

KAKARIKO VILLAGE

Under the shadow of Death Mountain lay the village of Kakariko. The people of the village claimed that Impa had come to Kakariko long ago and thrown out the Gerudos. When Link first visited the town on his way up the mountain, he met strange but friendly people. The sunny face of Kakariko Village would change seven years later.

The Letter of Passage

After talking to the people and catching cuccos, Link knew it was time to move on. At the far gate of the village, he found a royal guard who permitted no one to pass unless so ordered by the royal family. After showing the guard Zelda's letter, Link headed up the mountain trail, leaving the safety of Kakariko Village behind.



Bazaar

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HEART	10
HYLIAN SHIELD	80

Potion Shop

BLUE FIRE	300
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FAIRY'S SPIRIT	50
FISH	200
POE	30
GREEN POTION	30
RED POTION	30

Cuccos Lost

After entering the village, Link wandered about until he met a young woman weeping over the loss of her flock of cuccos. The birds had escaped the pen and were now scattered throughout the village. Link set out at once to fetch the birds, not suspecting that in doing so he would earn a bottle.

The first cucco strayed near the village gate. Link carried it to the pen and tossed it inside.

Holding one cucco, Link jumped to another platform. The cucco flapped and glided to the platform.

One cucco wandered near the pen and was easy to catch. Link used this bird to help fetch another.

Near the upper gate, and the trail head to Death Mountain, Link found yet another fowl.

Flying via cucco helped Link reach the two birds beyond the fence near the windmill.

Another cucco escaped to the hill beside the windmill. Link climbed a ladder and retrieved it.

The final cucco hid in a crate near the village entrance. Link had to roll into the crate to break it.

Hyrulean cucco

Similar to chickens in other parts of the world, the Hyrulean cucco was known for its beautiful white feathers and its independent spirit. Cuccos could fly only for a limited distance, but still they managed to escape from pens and reach unbelievable places.

A Link to the Future

Shops of little horror

Years later, Link returned to Kakariko Village. Unlike the castle town, Kakariko had not been ravaged. Still, there were unsettling changes to some of the people, and mysterious new shops were to be found.

During his first trip, Link found no one home at the Potion Shop. In fact, the business was completely empty.

Link found that he could make extra rupees by selling things in the village. He would collect bugs and fish then sell them to the man sitting by the tree.

The shooting gallery wasn't even built yet during Link's first trip, but years later he could play the game. The challenge of shooting moving targets with a bow and arrow was a true test of skill.

House of Skulltula

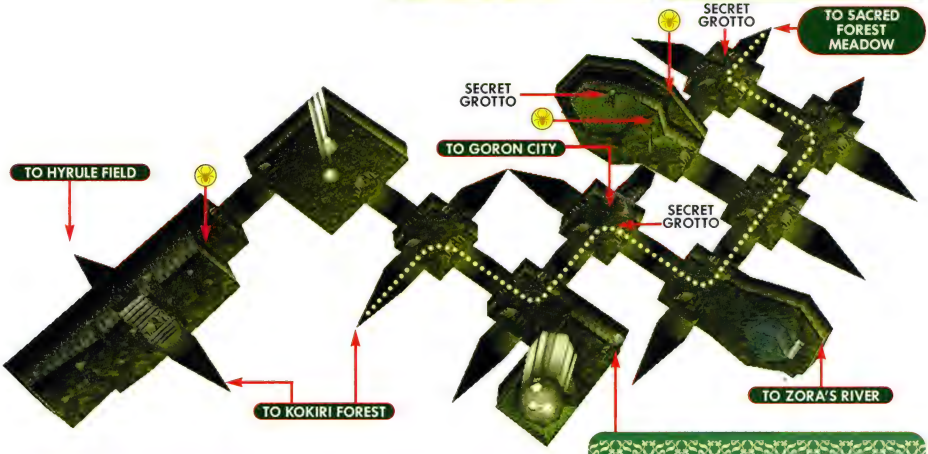
When Link entered the House of Skulltula, he felt a strange sadness in the air. He stepped forward, and a horrible spider dropped from the ceiling. But instead of attacking Link, the spider spoke to him, explaining that the spiders in the house were really people living under a curse for having been greedy. Only if all the Gold Skulltula spiders were destroyed would the curse be lifted. When Link collected ten spiders, he returned to the house and received a token reward–the Adult Wallet. After that, he returned after every ten spiders to receive a gift.

THE LOST WOODS

All of his life, Link had heard tales of the Lost Woods, but until his great quest began, he had seldom had a reason to go there. When at last he stepped under the magical boughs of the wood, he heard a strange, beckoning music that led him ever deeper.

Wherefore Art Thou?

After meeting Zelda in the castle, Link was reminded by Navi to seek out his best friend, Saria. Back in the forest village, the Kokiri told Link that Saria was waiting for him in the usual place, but all the hero knew about that "usual place" was that it was somewhere inside the Lost Woods. And so he set out to brave the woods and find the Sacred Forest Meadow, never suspecting that in the dim future he would revisit the meadow, but on a very different quest.



Secret passages in the Lost Woods

On his journeys around Hyrule, Link discovered that secret passages connected remote areas to the Lost Woods. He found a passage from Goron City that led to the woods, and another route connecting Zora's Domain to the pool in the Lost Woods.

The Bullet Bag

In the Lost Woods, Link shot the hanging target in the center three times in a row, scoring 100 points each time. A Deku Scrub awarded him a larger bag that could hold 40 Deku Seeds.

Monsters in the Meadow

On his way to the Sacred Forest Meadow, Link encountered a few less-than-friendly creatures. In fact, the Deku Scrubs had set up ambushes for him–a hail of Deku Nuts that pelted Link whenever he rounded a corner. The Wolfos were even more cunning. They hid in a secret grotto and attacked Link when he tumbled in by accident.

The Tune of the Temple

At the top of the stairway in the Sacred Forest Meadow, Link found Saria at last. She sat on the stump of an old tree, playing a simple song on her ocarina. Link rushed forward to greet her. It was then that she taught him a song that would call to her no matter the distance that separated them. "Please don't forget this song," she told him, "Play Saria's song and you can talk to me any time." He nodded, knowing that he would return to the meadow one day. When he departed, he noticed a ladder leading to the top of the hedge maze. It looked like a good way to avoid the dangers on the ground.

Link found a fairy fountain, but no Great Fairy was within. The fountain healed his wounds, but that was all.

FOREST TEMPLE

SECRET GROTTO

TO THE LOST WOODS

Saria

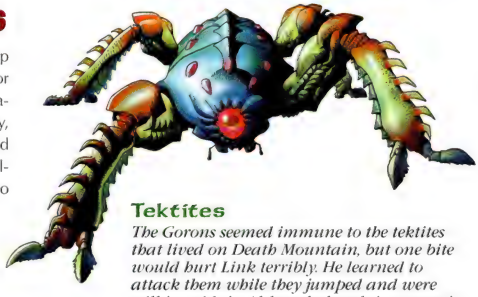
Growing up in Kokiri Village, Link thought Saria was just another Kokiri girl with a talent for playing the ocarina and finding her way through the Lost Woods. Only time would tell the true tale of Saria and her great part in the history of Hyrule.

DEATH MOUNTAIN

Rising above Hyrule with its crown of smoke, Death Mountain put the chill of fear into even the most courageous souls. But the mountain was also a place of mystery, and Link would find friendship there as well as dread.

The Trail to the Gorons

As Link left the gates of Kakariko behind and trudged up the steep mountain path, he became wary. Ahead, a spidery tektite waited for him. Two swift strokes of his sword were enough to dispatch the creature. Eventually, Link came to a tunnel blocked by a boulder. Suddenly, what he had thought to be another large rock stood up and introduced itself. It was a Goron, and, sadly, it was starving. Apparently the boulder blocked the only source of food for the Gorons, and they were too weak, and too afraid, to move it.



Tektites

The Gorons seemed immune to the tektites that lived on Death Mountain, but one bite would hurt Link terribly. He learned to attack them while they jumped and were still in midair. Although the tektites weren't a rich source of rupees or hearts, they did provide a small amount of treasure.

Beyond Goron City lay the trail to the top of Death Mountain, but Link would need bombs and a shield to face the dangers that were in store for him on the summit.

Inside Goron City

Farther up the mountain, Link encountered more Gorons. Several of them came tumbling down the trail like giant stones. One of them actually bowled over Link before he could step out of the way. After dusting himself off, Link continued to climb until he reached a great cave.

When Link first saw the Gorons rolling down the mountain, he didn't know what they were. He soon learned that he could dodge the rollers to save himself from injury.

The greatest tool used by the Gorons was the Bomb Flower, which grew primarily in caves. The Gorons explained that Bomb Flowers always grew back after being plucked.

Gorons

When Link first met the Gorons, he was amazed to find a race that ate rocks, but he supposed that rocks made a better diet than some other things he could imagine. Besides rolling and eating top sirloin rock, Gorons loved music and dancing. You could say that Gorons invented rock and roll.

The magical gifts of the Great Fairies

Although little was known about the Great Fairies in Link's day, it was suspected that they were all a bit looney. It was said that they spent their lives hidden in underground fountains, laughing hysterically and bestowing strange but powerful gifts on adventurers who managed to discover them. These gifts were said to be in the form of magic spells or special knowledge that could be used in battle. Three Great Fairies were said to live in Hyrule, and Link meant to find them all and win their magic.

In the fountain at the summit of Death Mountain, Link received the gift of the spin attack for his sword. The fairy also told him of her friend near the castle.

The magic flame of Din was given to Link by the Great Fairy who lived close to Hyrule Castle. He used a bomb to clear a boulder from the fountain entrance.

When Link bombed a rock near Zora's Fountain, the Great Fairy inside gave him Farore's Wind, a spell that warped the user within a dungeon to a chosen place.

In the crater atop Death Mountain, Link gained another gift from the Great Fairy—an extended Magic Meter. After that, he seldom worried about running low on magic.

When Link gained the spell of Nayru's Love in the desert area of Gerudo and used it, a protective crystal shield appeared around him for several minutes.

The final gift, received from the Great Fairy near Ganon's Castle, reduced the damage Link took when attacked by enemies.

GORON CITY

Once inside Goron City, Link heard the Gorons telling the same story over and over. Their source of food was in a cavern that was now guarded by King Dodongo, a fearsome beast from the mists of time. The Gorons needed Link's help.

Light the Way

The Gorons had mentioned how dark things had become ever since the arrival of the Dodongos. Link found unlit torches everywhere, but no burning flames. Peering about in the gloom, he noticed the Royal Crest on the floor before a locked door. He tried playing a song there, and the door magically opened. Inside, he found lit torches that he used to light a Deku Stick and ignite the outer torches.

Path to the Lost Woods

When Link explored Goron City, he came to a blocked tunnel with several Bomb Flowers beside it. Once he had the Goron's Bracelet, he returned to the tunnel and blew it open using bombs. He was thrilled to discover that the tunnel led straight to the Lost Woods, making a quick route between his home and Goron City.

Goron Shop

BOMBS (5)	25
BOMBS (10)	50
BOMBS (20)	80
BOMBS (30)	120
GORON TUNIC	200
RECOVERY HEART	10
RED POTION	40

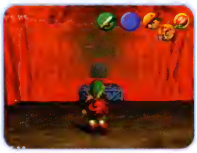
Dance-a-thon!

One of the Gorons mentioned that their great leader, Darunia, loved music and dancing, but when Link opened up the locked door and spoke to Darunia, the chief Goron was not pleased at all. The only thing Link could think of to calm the Goron was to play a song–something peaceful like Saria's Song. It didn't have the intended effect. Darunia leaped and danced like a Goron half his age. In the end, he was so impressed with Link that he gave him the Goron's Bracelet and a new mission–to get rid of the Dodongos!

A Link to the Future

The Giant's Knife

Once Link learned the Song of Time as an adult, he discovered that he could make a block appear in the lava pit in Goron City. From the top of that block, he found that he could use the longshot to reach the back of the chamber, and from there he dropped into a grotto with three Business Scrubs.



Son of Darunia

When Link revisited Goron City, he caught a young Goron in a bomb blast to make him talk. Link learned that it was Darunia's son and that Darunia had gone to save his people in the crater atop the mountain. The boy also gave Link the Goron Tunic to protect him from the heat of the crater.

Goron's Bracelet

The Goron's Bracelet imparted great strength to anyone who wore it. After playing music for Darunia, Link received the bracelet from him. While wearing this gift, Link was able to lift the heavy Bomb Flower bombs and even throw them at enemies.

Darunia

The leader of the Gorons had almost fallen into despair before his meeting with Link. But as soon as he heard the notes of the lad's ocarina, he knew that there was a kindred spirit who would help his people, ridding them once and for all of the dreaded King Dodongo.

DODONGO'S CAVERN

Link wanted to help the Gorons, but everything he had heard about the Dodongos made him shiver. Only the memory of Zelda's words gave him the strength to go on, to enter the beast's lair and confront it with his meager weapons.

Opening the Cavern

Outside Goron City, high on a cliff face above the blocked entrance to Dodongo's Cavern, Link discovered a lone Bomb Flower. An idea came to him. If he threw the Bomb Flower over the side of the cliff, maybe it would hit the boulder below and open the tunnel entrance. The bomb would have to be thrown just right to hit the boulder. After a few missed throws, he succeeded in landing the bomb near the boulder, and the explosion shattered the rock. The path to the Dodongos was open.

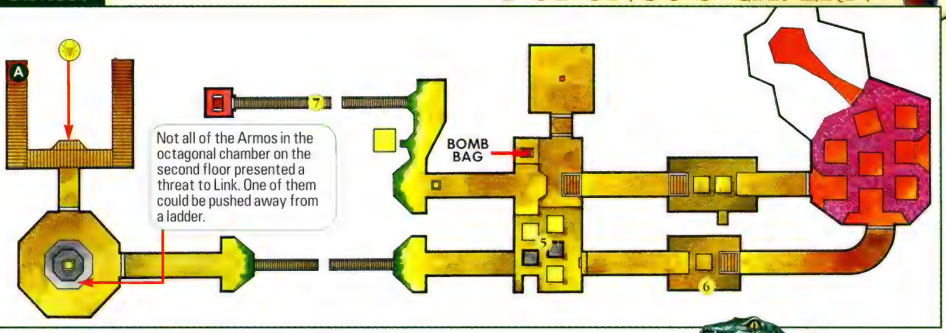
Bombs

Link made use of bombs that he bought in stores and Bomb Flowers that he picked in dungeons. He could throw bombs or set them down and step away. Once he found a Bomb Bag, he could carry more bombs, but he could never store Bomb Flower bombs, since they exploded soon after they were picked.

Dodongo's Cavern

The Gorons had been blocked from their favorite rockeries ever since King Dodongo appeared and moved into the cavern. Only when Link threw a bomb at the entrance to the cavern did hope reappear on the faces of the Gorons.

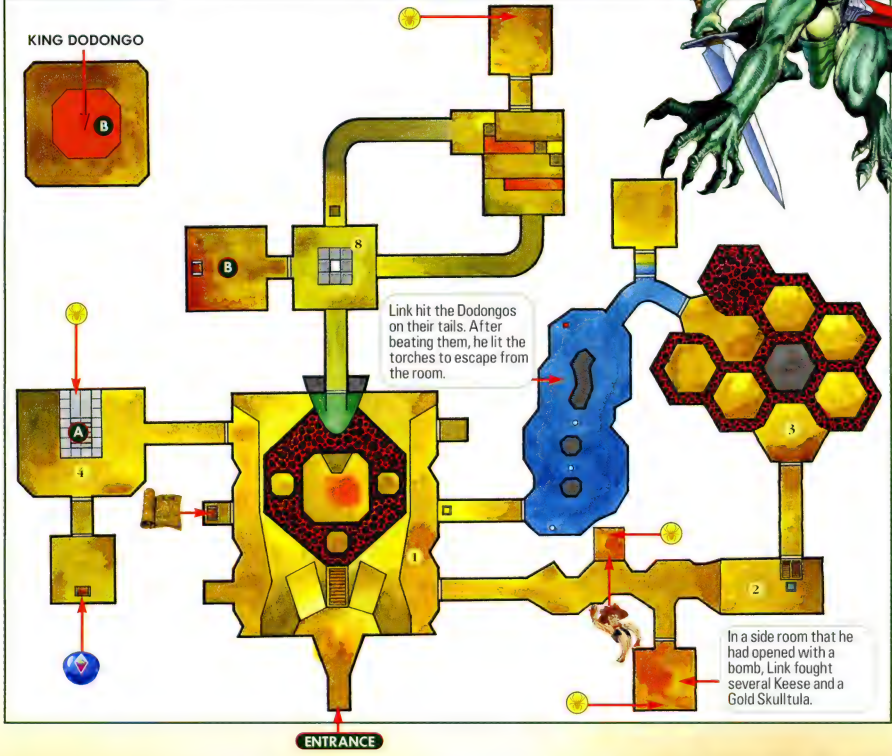
2ND FLOOR



Lizalfos

In a room with hexagonal blocks, Link met a pair of Lizalfos. Things were looking dim until he remembered the Deku Nuts he carried. He threw a nut at his foe, and the creature froze just long enough for Link to strike.

1ST FLOOR



1 The Beamos chamber

Inside the first chamber, Link noticed several Beamos and Bomb Flowers, not to mention a bubbling pool of lava. He skirted the lava lake along the left side first, then climbed a ladder to the higher level. He bombed two doors and a Beamos, and he found the dungeon map. Next, he went to the right side, defeated another Beamos and opened two more blocked doors.

2 A call to Armos

Link defeated several Baby Dodongos before reaching a gated door. When he stood on the nearby switch, the gate bars raised, but they slammed down when he stepped away so he pushed an Armos onto the switch to keep the gate open.

Armos

The curious Armos statues took the form of large stone figures, but sometimes they came to life and attacked people who touched them. For a time, they would storm about furiously then subside into stillness. Other Armos could be pushed around without ever being awakened.

3 Nuts to the Lizalfos

Jumping between the hexagonal islands in a lake of lava, two Lizalfos attacked Link one by one. Link defended himself, but the creatures were very fast. Only after hurling a Deku Nut at one of his foes was Link able to mount an attack.

4 The big bang

After retrieving the compass, Link returned to the room with two rows of Bomb Flowers that ran along both sides of a central wall. He plucked a bomb on one side and dropped it. The entire row of Bomb Flowers on that side ignited and blew up. But nothing else happened. Then he noticed a single gap between the two rows of Bomb Flowers–a gap just wide enough for a bomb to be placed.

5 Maze of blades

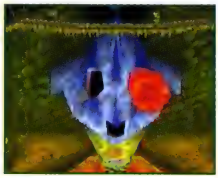
Link faced a room filled with swift Razor Traps that sliced along the narrow passages below. He jumped into a short side passage where no blades moved, then waited for another blade to pass before skipping to the far side. There he pulled a block out of the wall and climbed to the exit, breathing a sigh of relief.

6 Chambers of Fire

Link came to a room where a roaring fire on a platform blocked the far side. There was no way to reach the exit except to cross the platform and no way to survive the scorching flames. Above the exit, he saw a switch with an eye embedded in the center. It seemed to be watching him, waiting for him to act. He wanted to make the eye close and leave him alone.

7 Link and the Eye Drops

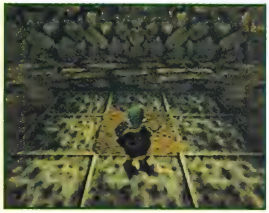
A narrow bridge spanned the heights of the great chamber above the giant Dodongo skull. Somehow he had to open a door in that fortress of bone to reach the innermost sanctum of the cave. When he reached a two gaps in the bridge, Link peered down through one hole at the skull. He was directly over one of the empty eye sockets. He could have dropped a bomb into the socket if he wanted. It was tempting.



8 The Final Push

The end was near. Link could sense it in the thick air and hear it in the cries of the Keese that flew in flaming circles above him. But there was a puzzle here. A large, square hole in the floor suggested that a block would fit into it, but the only block was out of reach. Following side tunnels and moving other stones, Link eventually reached the block and pushed it into the hole. A door opened, beckoning him to his fate.

The Hylian Shield could douse the flames of the Fire Keese, but a Deku Shield would burn up, leaving Link unprotected.



KING DODONGO

King Dodongo roared then stomped forward, unimpressed by the puny child before him. Link ran back along the narrow path, then he turned and faced the beast. When King Dodongo opened his jaws, Link charged forward and hurled a bomb inside the gaping maw. For a moment, the beast was stunned, and Link stepped in to whack it with his sword. King Dodongo rolled forward, trying to crush his tormentor, but Link huddled beside the pool of lava, narrowly escaping. Four bombs were all the old dinosaur could stomach, and Link stood victorious.

ZORA'S RIVER

To the east of Kakariko Village flowed a river of sacred water from Zora's Fountain. Navi informed Link that the Zoras were a civilization of fish-people that held the final spiritual stone. Determined to unlock the Temple of Time with all three stones, Link trudged upstream to find them and the source of their river.

Along the Banks of Zora's River

Link jumped across the river to the left bank to begin an upstream journey to the Zoras. After blowing up the rock that blocked his path, he encountered a seller of Magic Beans as well as a dead end. Link could not jump or climb over the gate behind the man, and the river's current was too strong for a boy his size to challenge. Link resolved to jump to the right bank, but after several unsuccessful attempts, he figured the gap was too wide to cross. A few steps in front of the gate, Link noticed a circle of rocks. No grass grew in the section of river-bank beside it, and it was not until Link leapt from that sandy shore did he make it to the other side.

Link and the Beanstalk

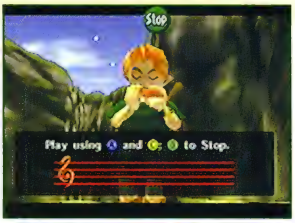
As Link traveled up the river, he came upon an iron gate where a portly man was selling Magic Beans. Link was better at chopping down plants than growing them, but he decided to try his hand at gardening anyway and purchased the beans. Not much sprouted up when he planted them in the square patch of ground beside the man, but when Link returned years later, his tiny plant had grown into a magical leafy transport that he could ride upstream.

Magic Beans

Nomads cultivated Magic Plants to make their travels easier. When they buried the seeds in hallowed ground, the Magic Beans sprouted into floating plants that would fly the travelers to their destinations.

Behind the Waterfall

The Zoras protected the King of Hyrule's sacred water supply, and to ensure that their fountainhead would never be polluted, they kept themselves hidden from the rest of the world. Link knew the Zoras lived upstream, but all he found was a waterfall and no entrance. Perhaps, he thought, the inscription on the ground could be a clue. After reading it, Link played Zelda's Lullaby to see if the royal song was the key to lulling the falls to sleep. Sure enough, the music stopped the flow, and once the curtain of water withdrew, he could see that the falls had concealed the entrance to Zora's Domain.



Link stood in front of the falls and played Zelda's Lullaby to soothe the savagely spilling waters. When the music stopped the waterfall, he spied a hidden entrance.

The fabulous frog chorus

Wandering minstrels once roamed the riverbanks playing songs, and the frogs in Zora's River grew fond of the music. Eventually they learned to sing and croak along to the tunes, and when anyone would play a song on the stump near their home, they would reward the musician.

Withdrawing the riverbank's riches

When Link slipped into the rushing water, he had no idea that being swept away would make him a richer boy. Zora's River had washed away many travelers, and its current was so swift that it had washed the rupees out of their pockets. Most of the jewels settled in the middle of the riverbed where no one could spot them, but lucky Link nabbed them all by centering himself as the water flushed him downstream.

A Link to the Future

Lots of Octoroks

Octoroks occupied the water's depths when Link was a child, and when he returned as an adult, he found more of the beasts infesting every bend of Zora's River. Even the music-loving frogs had lost their home to an Octorok.

ZORA'S DOMAIN

Behind the falls Link found Zora's Domain, where he marveled at a watery wonderland filled with the bluest water. In the pools swam schools of Zoras, a curious hybrid of people crossed with fish. The hidden paradise should have been much happier than it was, Link thought, until he realized Ganondorf had recently been there.

A Fish Called Zora

The Zoras' strange, fishlike looks had Link harboring deep fears, but he was set at ease when they welcomed him with open fins. Sensing his connection with the royal family, the Zoras told Link of their missing princess. Link knew if he searched for lost Ruto, he would need the extra energy of a Piece of Heart. He also knew that lighting torches, such as the extinguished ones behind the domain's waterfall, could shed light on the location of such an item. Armed with a torch, Link headed to the falls.

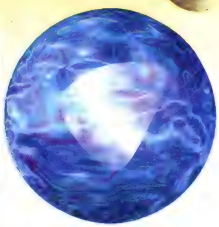
King Zora

Schools of Zoras followed under the leadership of the king fish. Though Lord Jabu-Jabu was the domain's patron deity, King Zora was the ruling monarch. At times he seemed to have a little too much blubber in his head, but nevertheless, the bumbling king commanded respect from the Zoras.

Diving for Rupees

After King Zora told him of Ruto's disappearance, Link entered the tunnel beside the throne to practice diving. Link guessed Ruto was lost in Zora's Fountain, so if he wanted the search to go swimmingly, he would need to learn how to dive. At the end of the tunnel, Link met his Zora coach, who instructed him to plunge from the falls to find the rupees he had thrown into the water below.

Link had 50 seconds to retrieve the five rupees from the bottom of the pond. When he scooped up the final jewel, he returned to his coach for a prize.



Silver Scale

To help their landlubber friends swim deeper, the Zoras gave gifts of scales plucked from their best divers.

Zoras

When the goddesses created Hyrule, they blessed Zora's Fountain. For ages, fish swam in the sacred water before finally evolving into people known as Zoras.

Fishing for Ruto

Link perfected diving, then swam into the tunnel across from the waterfall. When he emerged on the other side, he surfaced in Lake Hylia, the vast catch basin for Zora's River. The lake was far from Zora's Domain, and since stubborn King Zora cared little for strangers, Link was content to conduct his search as far from the king as possible. Despite the fact that Ruto was last seen feeding patron Zora deity Lord Jabu-Jabu in the waters near the domain, Link began searching Lake Hylia and its shores. Since Zora's Fountain drained into the lake, a clue would surely surface downstream.

At Lake Hylia, Link unwittingly found the keys to reaching Ruto—a message in a bottle and a bottle for catching fish.

Zora Shop

ARROWS (10)	20
ARROWS (30)	60
ARROWS (50)	90
DEKU NUTS (5)	15
FISH	200
RECOVERY HEART	10
RED POTION	50
ZORA TUNIC	300

LAKE HYLIA

Nestled in the southern ridge of Hyrule, far from the scorched sands of the desert, lay the serenely captivating Lake Hylia. Soft waves licked the shores as schools of rainbow hued fish leapt through crisp air over the deep blue loch.

A Message in a Bottle

After swimming the lengthy underwater corridor, Link splashed to the surface. The tranquil waters may have been relaxing, but there was no time to spare. While swimming beneath the calm waters, he spotted a bottle with a letter in it. Signed by Princess Ruto, daughter to King Zora, the note revealed her last known location–feeding the Lord Jabu-Jabu. Link took the letter immediately to the king, who granted him passage to Jabu-Jabu's sacred fountain.

Scarecrow Dancers

Link had never heard of a high-stepping scarecrow, but two now stood before him. They asked Link to play a melody of his own design and promised to remember it for the next time they met.

A Fisherman's Tale

Fishing Lake Hylia was a popular sport. A six-pound fish was the record, and prizes awaited anybody who could best it. Fishermen speculated that lunkers weighing upwards of twelve pounds swam in those blue waters, but none had managed to pull one out for themselves. Link was a novice fisherman, but he learned that sharply yanking the pole to the left and right while speedily reeling the line in was the surest way to hold on to the bigger catches. When young Link tamed a record-setting fish, he claimed a Piece of Heart. As an adult, Link landed a true lunker, earning him the coveted Gold Scale. Even with that prize in hand, Link still knew there were bigger fish to fry. With the help of a special lure, Link caught the loach, the largest fish the pond had to offer.

Patience was Link's best ally as he tried to catch the biggest fish ever found in the pond.

Gold Scale

The glittering Gold Scale granted Link the freedom to dive to depths that were normally reachable by only the Zoras.

Hitching a wing

Link found Kaepora Gaebora poised elegantly on a gravestone by Lake Hylia. The sociable owl was just heading into town and honored his promise to help the boy out whenever possible. To take a ride, Link had only to hold on to his talons.

A Link to the Future

How Link got his groove back

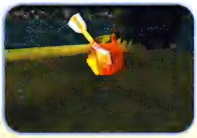
The first time Link met the jiving straw men, they boasted of their talent for never forgetting a song. Link played a song on his ocarina and quickly jotted down the notes so he could remember it. When Link returned as a young man, he found the sheet of music and replayed the tune. Immediately, the scarecrow recognized Link and vowed to help him make his journey a little easier.

Lakeside Laboratory

Positioned on the edge of Lake Hylia, the Lakeside Laboratory was operated by a whimsical old man. Link could participate in a diving game for prizes, but the scientist wanted more than entertainment. He was unable to leave the Laboratory for supplies and asked Link if he would bring some to him.

By the dawn's early light

As the final terror of the Water Temple evaporated, Lake Hylia's crystal depths were restored. Link swam to the island in the center of the lake and reread the cryptic etching that told him to fire into the "morning light." Link used the Sun's Song to renew the day and shot a single arrow into the sun's bright glare. The arrow fell back to earth, but the power of the sun had transformed it into a blazing Fire Arrow.



Fire Arrows

Blazing Fire Arrows were more powerful than those held in Link's normal quiver.

JABU-JABU'S BELLY

Lord Jabu-Jabu, the deity of the Zoras, was a mammoth fish that resided in a secluded fountain behind King Zora's throne. The leviathan was covered in ornate markings that symbolized his exalted position in the Zora culture. The sacred being had recently become bitterly sick, and the cause was a mystery.

The Quickest Way to a Deity's Heart

As Link gazed up at the hulk of gills and scales, he could not believe where his adventure was going to take him next. Princess Ruto had somehow been swallowed by Lord Jabu-Jabu, and if he was to rescue her for King Zora, he was going to have to enter the belly of the great fish. The only remaining question was how to get Jabu-Jabu to open his mouth so Link could slip inside. If Jabu-Jabu had no qualms about swallowing a princess, maybe a fishy snack could convince the giant to open wide.

Into the Belly of the Beast

Jabu-Jabu swallowed Link, forcing him over the rows of razor-edged teeth and into the monstrosity's gaping mouth. Enough light crept in to illuminate the stomach. Not all the chambers of Jabu-Jabu's dank digestive system were free for Link to explore. Some flaps were covered with a protective membrane that would only drop if the great fish belched. In order to force these mesh sheaths aside, Link had to find a way to tickle the whale's throat.

Link used his slingshot to irritate Jabu-Jabu's hanging uvula. The membrane peeled back as the fish shook.

Not all switches could be held down by Link alone. He would need to use something in Jabu-Jabu's intestines to weigh them down.

Octoroks

Skulking in the belly of Jabu-Jabu were deadly Octoroks. These bouncing, eight-armed freaks didn't squirt ink like a regular octopus; instead, they spit rocks!

Lord Jabu-Jabu

King Zora's most trusted advisor, Lord Jabu-Jabu, was somewhat of a mystery to Hyrule. Where did he come from? Why is he here? What was known, though, was that the bloated diety wasn't a picky eater and would consume anything presented in front of him–fish, crates and princesses.

Princess Ruto

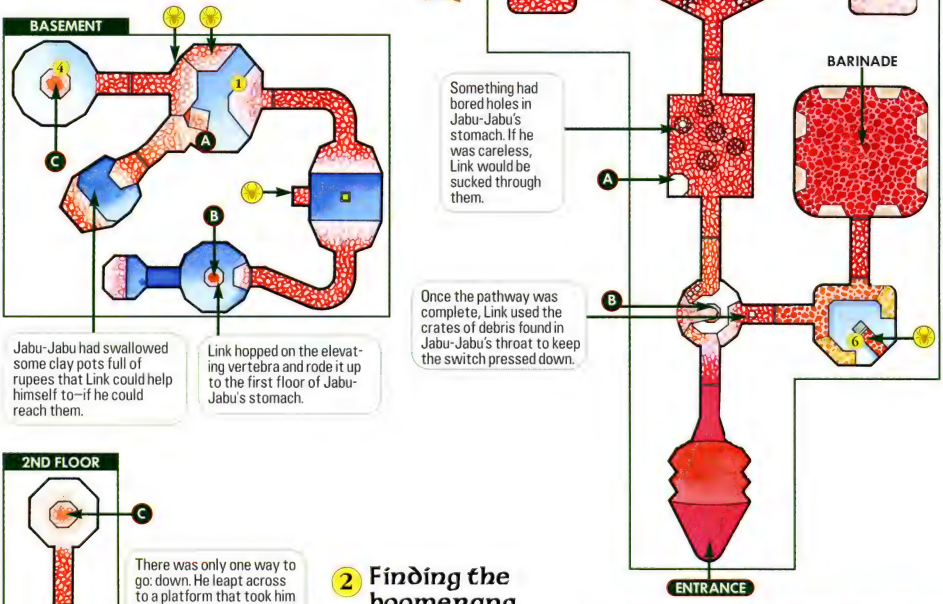
The fair, yet feisty, daughter of King Zora was a stubborn girl who refused help whenever it was offered. Despite her strong sense of independence, Ruto had a yearning to feel true love. When she discovered that Link had braved the foul stomach of Lord Jabu-Jabu to rescue her, she felt a stirring in her heart.

1 Escorting the princess

Stubborn Ruto finally agreed to leave with Link, but only if he would carry her out! Link placed the princess on his shoulders, gripped his sword, and started to make his way out of Jabu-Jabu's belly. When he found it impossible to jump with the extra weight, he heaved the princess to higher ground and scrambled up himself before danger could strike.

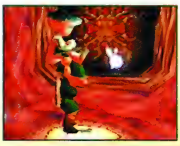
Boomerang

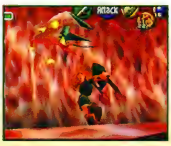
Link turned the toy-like boomerang into a weapon capable of striking down enemies from afar. When pitched in an arc, the boomerang always returned to Link for the next throw.



2 Finding the boomerang

Just as Linked stepped into a side pocket in Jabu-Jabu's intestine, Stingers ascended from the floor. Using his sword, Link dispatched the Stingers and found the hidden boomerang.





3 Defeating the tentacles

In the middle of the opening, a red Parasite Tentacle slapped at Link. As the tentacle stretched to strike him, he noticed that its thin base was its only weakness. Careful to stay far enough back, Link used the boomerang to cleave the flailing tentacle in half. The sinewy remains melted into the floor, revealing the dungeon map.

Bari

A gelatinous mass capable of delivering a fatal shock, the mindless Bari floated about looking for the next meal to numb and devour.

4 Eight arms of fury

From the ceiling dropped Bigocto, a huge octopus that dwarfed the Octoroks. It chased Link around the room trying to stomp him. If Link hugged the inside of the path, he was able to outrun it. When Link had the backside of the brute in sight, he released his boomerang. A direct hit stunned the monster long enough for Link to dash up and hack at him with his sword.

5 Wagging tongues

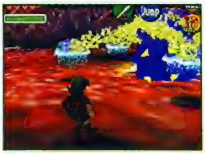
Wiggling appendages protruded from Jabu's bowels. Link needed to step across them if he was to reach Princess Ruto. A sharp smack from his boomerang stopped the limbs from shaking.

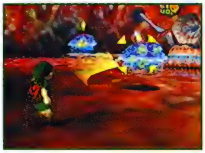
6 Arcing around the web

The uvula that controlled the exit valve was protected by a wall of cobwebs. The only way for Link to tickle the switch was to use the wide arc of a properly thrown boomerang.

BARINADE

Barinade, a nucleus of throbbing nerves surrounded by a living shell of Bari, was the only thing that stood between Link and the exit from Jabu-Jabu's digestive system. Link used his boomerang to weaken the giant jellyfish's defense. Barinade started spinning, reaching out toward Link with arms of electricity and hands of Bari. Link dashed ahead, slashing through the Bari as quickly as possible before they could retract and protect the nucleus. Once Barinade's brain was exposed, Link ran in close and thrust his sword into the quivering mass.





Link only had a short time before more Bari came to their master's rescue.

TEMPLE OF TIME

With the Zora's Sapphire in hand, Link headed for the Temple of Time, the hallowed gateway between Hyrule and the Sacred Realm. Once the three spiritual stones were placed in the altar, the door to the Pedestal of Time was revealed. Driven into the pedestal was the Master Sword, which could be removed only by the chosen one—the Hero of Time.

The Treacherous Ganondorf

As Link approached the castle, he caught sight of Impa spiriting Zelda to safety. They were being pursued by Ganondorf, the dark figure from Link's nightmares. Using the stones, Link entered the temple of Time and pulled the Master Sword from the pedestal. Lurking in the shadows was Ganondorf, waiting for the future Hero of Time to unlock the Sacred Realm. With the Triforce within reach, Ganondorf pushed Link aside and harnessed its power for his own evil gain.

Ocarina of Time

The Ocarina of Time, when activated by special melodies, opened temporary portals that transported Link through the realm of Hyrule. A treasure of the royal family, the Ocarina of Time was a powerful instrument when played by the Hero of Time.

As Zelda fled the castle, she threw the Ocarina of Time into the moat so Link could recover it before it fell into evil hands.

Seven Years Later...

When Link opened his eyes, he immediately sensed that something was different. He lay in the Chamber of Sages before Rauru, sage to the Temple of Light. Rauru explained that Link was, in fact, the Hero of Time, but when he had pulled the sword from the stone, he had been too young to wear the mantle. His spirit was contained in the temple for seven years until he was able to wield the Master Sword and dispel the evil from Hyrule. Link felt his face and looked down at his hands. He was no longer a little boy; he was now a man. But while Link had slept, Ganondorf had stolen the Triforce and become the King of Evil. With the aid of Sheik, protector of Hyrule, Link had to gather the power of the sages and drive Ganondorf into the void forever.

Rauru

Rauru, the architect of the Temple of Time, was the sage of the Temple of Light and protector of the doorway to the Sacred Realm. He charged Link with the mission of returning the stolen Triforce and defeating the evil Ganondorf.

THE HERO OF TIME

After the long sleep following his fateful meeting with Ganondorf in the Temple of Time, Link found himself in an altered world. Here, it seemed that evil shadowed every corner and the carefree Hyrule of his youth was nowhere to be seen. Link set out to face far greater peril than he could have ever imagined as he searched for the sages who held the key to rescuing the land. In the end, he would travel across Hyrule, from the Forest Temple to Ganondorf's Castle. Would his new skills and magic be enough to save Hyrule? He could only hope.

GRAVEYARD

One day, Link wandered into the graveyard beyond the walls of Kakariko Village. The place looked like any cemetery, but on later visits he discovered that many secrets had been buried beneath the headstones. Slumbering in their graves, the residents awaited any excuse to haunt the world of the living.

Town of the Dead

When Link stumbled out of the Temple of Time, he didn't recognize his surroundings. What had once been green and alive was now brown and dead. Death Mountain wore a crown of fire and the marketplace of Hyrule Castle Town had been destroyed. In the place of happy villagers now stood menacing ReDead, waiting to ensnare unwary passersby. Horrified by the changes, Link hurried out of the town and headed for the mountain village of Kakariko. Perhaps there he would find some answers.

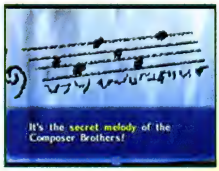
ReDead

During Ganondorf's dark reign, many evil beings walked the earth, but none were as horrible as the ReDead. These skeletal creatures froze people who strayed too close, then they sucked the life from the unfortunate victims.

Night into Day

As night fell in the graveyard, a storm burst overhead, unleashing a torrent of rain. Link continued to search near the Royal Tomb where he disturbed two ghosts. Once he had subdued the specters, he learned that they had been the royal composers. They taught Link their greatest piece–the Sun's Song–a melody that changed night to day and day to night.

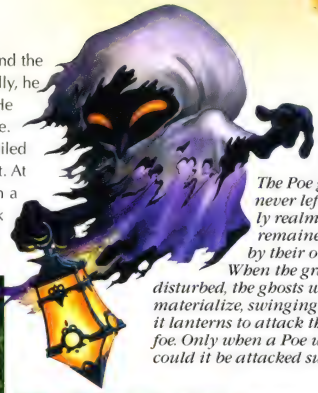
The composers dabbled in darkness but created a masterpiece of light. Link used the Sun's Song to make the sun rise.



TO KAKARIKO VILLAGE

Race for the Hookshot

When Link was older, one of the first places he visited was Kakariko Village and the graveyard. He began opening up the tombstones, searching for secrets. Eventually, he uncovered a tunnel beneath a tombstone on the left side of the graveyard. He jumped down the hole and discovered Dampé's ghost, who wanted to race. Dampé led the way, tossing fire in Link's path to slow him down, but Link trailed closely behind, dodging the flames and always keeping within sight of the ghost. At the end of the race, which Link completed in the remarkable time of less than a minute, the ghost rewarded Link with the hookshot. In the next chamber, Link found a large, square stone. There he played the Song of Time, and a passage to the windmill opened up.

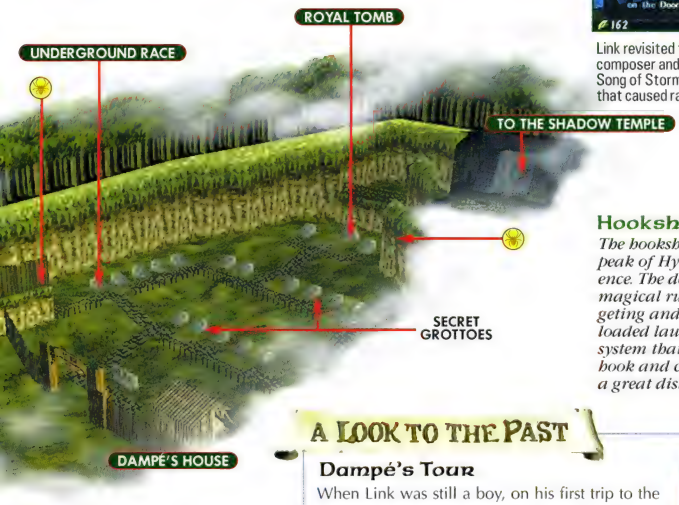


Poe

The Poe ghosts never left the earthly realm but remained restlessly by their own graves. When the graves were disturbed, the ghosts would materialize, swinging their spirit lanterns to attack their living foe. Only when a Poe was visible could it be attacked successfully.

By playing the Song of Time at the stone after the race, Link opened a secret route to the windmill.

Link revisited the windmill composer and learned the Song of Storms, a song that caused rain to fall.



Hookshot

The hookshot represented the peak of Hyrulean weapons science. The device incorporated a magical ruby sight for targeting and a spring-loaded launching system that shot the hook and chain over a great distance.

A LOOK TO THE PAST

Dampé's Tour

When Link was still a boy, on his first trip to the graveyard, he met Dampé the grave keeper one night and went on a tour. Dampé dug up many treasures when Link asked him to do so. The digging was expensive, though, and Dampé dug up only minor treasures. But years later, Dampé would give Link an amazing stretching tool.

SACRED FOREST MEADOW

It was Sheik who first suggested that Link move on to seek the first sage in the Forest Temple. Navi insisted on reminding him, as well. So Link, who was now the Hero of Time, set out for the Lost Woods and the Sacred Forest Meadow. He wasn't surprised to find that even in the woods things had changed.

Friends of Saria

Remembering his first trip to the center of the Lost Woods, Link retraced his winding route under the eaves. Soon he came to a junction where Mido, the Kokiri bully, guarded the path. So much time had passed that Mido no longer remembered Link, but when Link took out his ocarina and played Saria's Song, the Kokiri knew he was in the presence of a friend, and he let Link pass. Link continued through the Lost Woods without incident. But in the maze of the Sacred Forest Meadow, he was to find an unwelcome surprise.

Deku Scrubs were no threat to the Hero of Time when he returned to the Sacred Forest Meadow after an absence of seven years.

Moblin Maze

Once guarded by Deku Scrubs, the hedge maze leading to the Sacred Forest Meadow had become an armed camp of Moblins wielding spears. Link could never withstand their powerful charges, but he had to get past the guards. Through experimentation he discovered the best way to defeat the guards turned out to be simple. He just fired his hookshot at them when they weren't charging. Bombs also worked against the fiends.

Fighting Moblins with a sword was pointless. Instead, Link most often used the hookshot to immobilize the monsters, although they also fell prey to bombs and arrows.

Moblins

The piggish Moblins carried weapons and performed many duties for Ganondorf. In those early days, Moblins were huge creatures, stronger than ten men and absolutely dedicated to their jobs, no matter how tedious or vile the jobs were.

Moblinquakes

The final passage to the meadow was blocked by the biggest Moblin Link had ever seen. The creature hefted a club and pounded the ground so hard that a shockwave raced toward Link. A frontal assault was impossible, but Link dodged the shockwaves to the left and right, working his way up the narrow passage. Once he got behind the Moblin, he defeated it easily. Later, when Link had the Fairy Bow, he could shoot the massive guard safely from a distance.

The high path

Link found that he could make use of the scarecrows by playing their song at certain points. At the maze entrance, he used the hookshot to climb to the top of the hedge.

A LOOK TO THE PAST

Scarecrow

When Link was young, he met two scarecrows at Lake Hylia, and he taught one a song. Years later, he played the song to make the scarecrow appear in special places. Using the hookshot, he was able to reach new areas.

The Return of Sheik

After Moblins and mazes, Link was ready for the welcome of his friend, Saria, but it was not to be. Saria was nowhere to be found, but in her place was the mysterious youth known as Sheik–the same boy who had appeared to Link when he was returned to the Temple of Time from the Sacred Realm. Sheik told him that Saria was trapped somewhere inside the Forest Temple, and then he taught Link the Minuet of Forest song. Wherever Link played the Minuet, he could then warp to the Sacred Forest Meadow in an instant.

Sheik

The youth known as Sheik appeared in Hyrule after Link returned to the Temple of Time. Sheik always kept his face masked and his voice muffled, so Link had no way of knowing if Sheik was someone he had once known or an agent of the sages sent to help the Hero of Time on his quest.

FOREST TEMPLE

From his first step inside the temple, Link sensed ominous forces gathered to thwart his quest. The ancient temple itself held mysteries behind every door, and Link felt watchful eyes as he moved forward. But as much as he wanted to turn back, Link knew that Saria needed his help, and he pressed on into the gloom.

The Hookshot

Link's new hookshot proved to be invaluable during his adventure in the Forest Temple. He used it to pull himself up to the entrance of the temple. It was a simple matter of aiming the red dot at the limb above the temple stairs and letting the hookshot pull him up. He found other uses for the hookshot inside. It was ideal for defeating many enemies, including the Skulltula spiders. He also used the device to collect items from hard-to-reach places.

Gold Skulltula

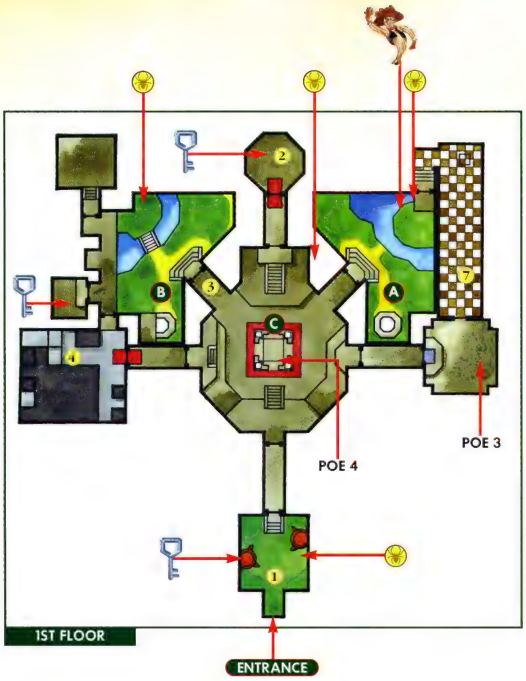
Even Skulltula that were at a distance or in unreachable places could fall victim to Link's hookshot. The Hero of Time could now retrieve the gold spider tokens wherever they were left by a defeated Gold Skulltula.

Fairy Bow

For attacking at a distance, nothing beat the Fairy Bow, which Link discovered in the Forest Temple. He was able to collect arrows from defeated enemies. And it wasn't just a weapon; the bow could also be used to shoot and activate switches.

Forest Temple

The ancient Forest Temple stood empty for many ages, or at least it seemed to be empty. But when Link ventured into the temple, he found that it had been claimed by the minions of Ganondorf, including a ghostly copy of the evil king himself.



Stalfos

The Stalfos knights haunted the ruins where they had lost their human forms. They fought like crazed warriors, giving no quarter and asking for none. Deku Nuts and even Din's Fire had no effect on their bones; only steel could break them.

1 The key in the tree

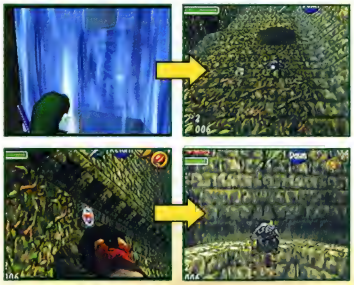
Before Link entered the temple, he climbed up the wall of vines. From there, he jumped to a tree and followed its branches until he could leap to another tree. There he found a treasure chest and a small key.

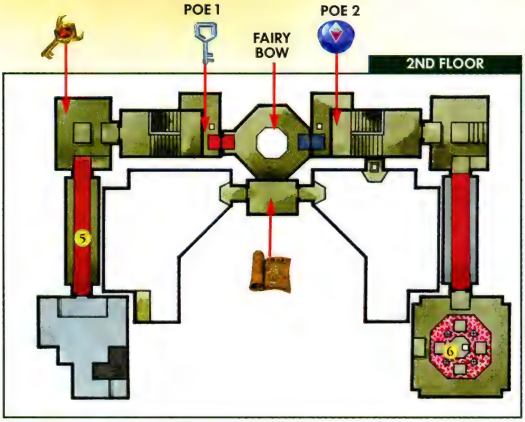
2 Twin Stalfos

Passing straight through the central chamber, Link climbed the steps. Beyond the first door, a skull-like bubble rushed at him, but he was ready with his hookshot. In the next room, two furious Stalfos attacked in tandem. Link had to be careful to keep from being caught between them. He hammered away with his sword. When he defeated them at last, small fairies appeared and healed his wounds, and a treasure chest with a key materialized.

3 The inner court

Link played the Song of Time at the carved block to reveal a door to the inner court. He climbed up the ivy on the right wall and entered a room with a Bubble. After the Bubble was destroyed, the treasure chest containing the dungeon map appeared. Link moved on through the far door and found himself on a balcony. Using the hookshot, he pulled himself to another balcony, then he stepped on a switch and saw the water in the well drain away. At the bottom of the well he found a small key.





4 Moving blocks

Link came upon a room where he had to move two large blocks into the proper positions before he could continue. He began by pulling the green block out of its starting spot, then he pushed it down the length of the hallway to the wall. After circling around the outside of the arches, Link was in the right position to push the green block to its final location and climb up to the next level. There he had to move a red block. Again, he pulled the block out as far as he could, then he took the ladder from the level below to reach the other side of the red block and push it fully out. From there, it was easy to push the block to its final position.

5 A twisted corridor

When Link entered the twisted corridor, he thought it was strange that there had been an eye switch above the door. Later, after winning the Fairy Bow, he returned and shot an arrow at the switch. Magically, the corridor straightened itself out. In the room where the Wallmaster had been lurking, everything was rightside up. Link could then reach the blue treasure chest. Inside the chest, he found the Boss Key that would lead him to his final destination.

In the room beyond the twisted corridor, a Wallmaster waited to grab Link and whisk him outside the temple. By watching for shadows, Link was able to evade it.

After winning the Fairy Bow, Link returned to the room with two Bubbles and the eye switch above the door that led to the twisted corridor.

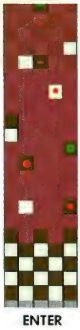
After Link shot an arrow into the eye switch, the corridor, and the room beyond it, straightened out. Then Link was able to claim the Boss Key.

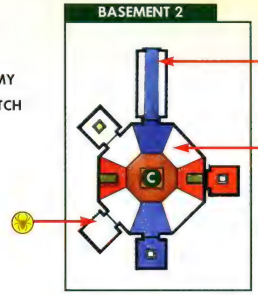
6 Cool Hand Link

Beyond the Poe where Link won the compass, he found a room with four rotating pillars, a flame on a pillar in the center of the room, and an ice-covered eye switch in the wall. Using his new bow, Link waited until he was opposite the switch, then he fired a bow through the flame and into the ice. The ice melted and the switch activated a twisted corridor.

7 No headroom

After twisting the corridor, Link jumped down the hole into a room with a checkered floor and ceiling. The ceiling had several holes in it, which was fortunate since it kept smashing down. By standing where the holes would fall, Link managed to avoid damage and reach a switch and a door on the far side of the room.





When Link used the elevator, he found blocks attached to the walls of the room below. By pushing the blocks, he could spin the walls to line them up with switches in rooms along the sides. Once he pushed all the switches, the final door opened.

Poe ghosts

After defeating the three Stalfos and receiving the Fairy Bow, Link moved on to the stairwells. The Poe ghosts appeared in paintings on the walls. When Link shot one with an arrow, the Poe appeared in another painting nearby. After the Poe took three arrows, it appeared in its ghostly form, and it took Link multiple hits with his sword to subdue it. After three Poes were defeated and their flames appeared in the central chamber, the fourth Poe appeared there, as well.

POE 1 AND POE 2

The first two Poes appeared in the stairwells on either side of the room where Link won the Fairy Bow. After shooting their pictures, Link chased them down and hit them with his sword until they vanished in colored flame, reappearing in the central chamber as torches.

POE 3

After shooting the picture of the third Poe, Link had to push four puzzle blocks together to form a picture. After that, he fought the Poe with his sword.

POE 4

Link had to pick out the final Poe from three false ghosts. Only the real Poe would spin around and give Link a target for his bow or hookshot.

PHANTOM GANON

In the final room of the Forest Temple, the mounted Phantom of Ganon galloped out of a painting and leaped into the chamber. Link set himself between two pictures and fired arrows each time the rider reappeard. Ganon began casting lightning bolts at Link, who repelled the shots by reflecting them back with the Master Sword. When Link deflected four shots in a row, the phantom dropped to the floor and Link rushed forward to hit him with the sword. Repeating the strategy over and over, Link wore down the specter until it gave up the ghost.

Link used the Fairy Bow to stop the phantom from thundering through the room on his black steed.

DEATH MOUNTAIN CRATER

Deep within Death Mountain boiled a lava-filled crater. The volcanic core generated sweltering heat that few, other than the thick-skinned Gorons, could withstand. Beyond the fire and brimstone smoldered the Fire Temple, a shrine the Gorons revered until Ganondorf transformed it into a hotbed of chaos and evil.

A Tale of Star-crossed Friends

Navi insisted on revisiting the Gorons to see if they could lead her and Link to the Fire Temple, but Link was too preoccupied to listen. He still had Saria on his mind. Rescuing her from the Forest Temple was exciting enough for him, but discovering that his Kokiri friend was the Sage of the Forest was an even more shocking experience. Now Saria's world was that of the Sacred Realm. Link began to miss her, and he wished for things to be as they had been in childhood, when he and Saria were the same age and in the same world. Determined to recapture his youth, Link returned to the Temple of Time. As he entered, Sheik intercepted him. The mystery man knew Link had to find balance between the worlds of the past and future, so the elusive Sheikah revealed to him the secret of time travel.

After Link learned Saria was a sage, he ventured back to the Temple of Time, where Sheik taught him how to turn back the clock.

From time to time, Link needed his boyish guile to further his quest. By dropping the Master Sword in the pedestal, he reverted back to his youthful self.

A LOOK TO THE PAST

Too hot for tots

Link first journeyed to the crater as a youth, but the heat was too unbearable. Only when he returned as an adult could he fit snugly into a protective Goron Tunic to shield himself from the heat.

Quest for Fire Attire

When Link finally returned to Goron City, he found no one, save for one balled-up, roving Goron. To stop the rolling stone, Link threw a bomb at him. When it exploded, it stopped the speedster in his tracks. Unrolling himself, the Goron realized that Link was the one who had helped the Gorons years earlier, so he presented the hero with the gift of a heat-resistant coat.

Bomb Flower

The lava from Death Mountain Crater seeped into the surrounding earth, fertilizing a rare species of plant. Born of fire, the Bomb Flower blossomed with an explosive bud that would quickly regenerate when picked.

Goron Tunic

Hylians mined Death Mountain for rupees and delivered the rocks they unearthed to the hungry Gorons. Since the temperature near the crater was too hot for Hylians to handle, the Gorons made them protective suits made from a sporty blend of Dodongo hides and Bomb Flower fibers.

Blazing Ahead

Navi warned Link that without his Goron Tunic, he would not survive more than a few minutes at the crater. Link was grateful he had met the lone Goron who gave him the suit, but it was the Goron boy's honor. He, too, was named Link, and it was his father, Darunia, who had named him after the hero who years ago had defeated King Dodongo. Cloaked in the tunic, Link approached the crater, then used his hookshot to traverse the dilapidated bridge.

Gathering the magic

Behind the boulders he bombed, Link uncovered a passage leading to a Great Fairy's Fountain. As he stood on the Triforce painted at the foot of the fountain, he played Zelda's Lullaby. The Great Fairy of Wisdom answered his serenade, and with a wave of her arms, the enchantress enhanced Link's magical abilities, increasing his spellbinding powers twofold.

FIRE TEMPLE

To rekindle the fiery wrath of the ancient dragon, Volvagia, Ganondorf imprisoned Gorons in the Fire Temple and offered them as sacrifices. Darunia had gone in to trap the dragon, but the Goron leader would need the help of Link to save the captured Gorons from becoming dragon food.

What Friends Are For

Just as Link's hookshot reeled him across the bridge, Sheik appeared. As usual, the Sheikah taught a new song and reminded Link of the jeopardized sages of the Sacred Realm. But Link had even more inspiration for this mission. The Gorons were Link's friends, and they were trapped in the Fire Temple. Link fondly remembered their stoic leader, Darunia, who loved dancing. It was behind the spot where the Goron ruler pranced and waltzed that Link found the statue concealing the entrance to Death Mountain Crater. A few dozen steps behind it, Link found the temple, and more fancy footwork would lead him to his long lost friends.

Megaton Hammer

According to their ancient lore, the dragon Volvagia once terrorized and gorged on the Gorons, until one fed-up Goron fought back. Armed with a divine hammer that was almost heavy enough to move mountains, the Goron pounded Volvagia until the dragon could eat no more.

The Fire Temple

Fire flickered with life in the Fire Temple. Built in honor of the menacing volcanic core of Death Mountain, the shrine housed spirited flames that never seemed to burn out.

1 Free the Gorons

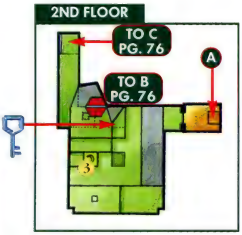
When Link found Darunia inside the temple, both were relieved to see that the other was safe. Darunia ventured off to trap Volvagia and left Link in charge of releasing the imprisoned Gorons. After Link tripped a switch to free a nearby Goron, he entered the cell and found a key inside a treasure chest. As he explored deeper into the temple, Link realized that a key to a door was locked up with almost every Goron.

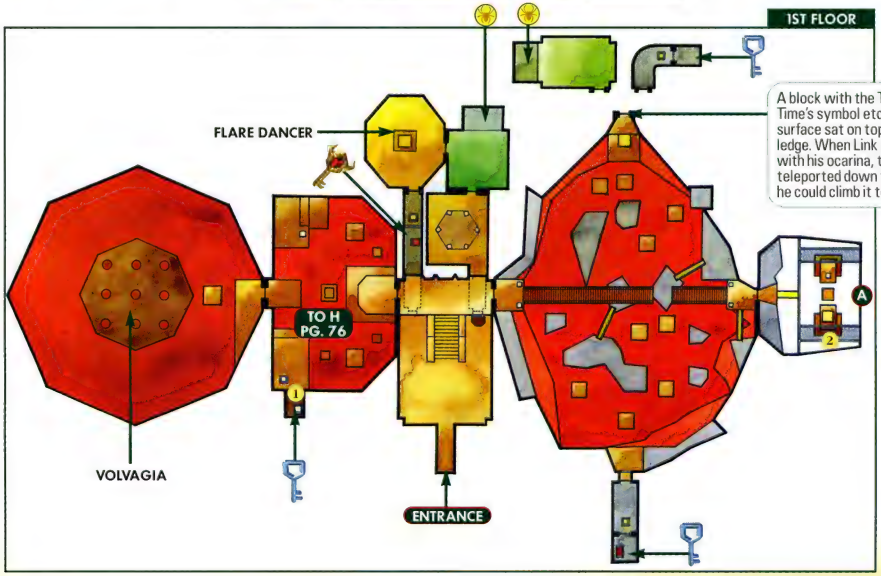
2 The towering inferno

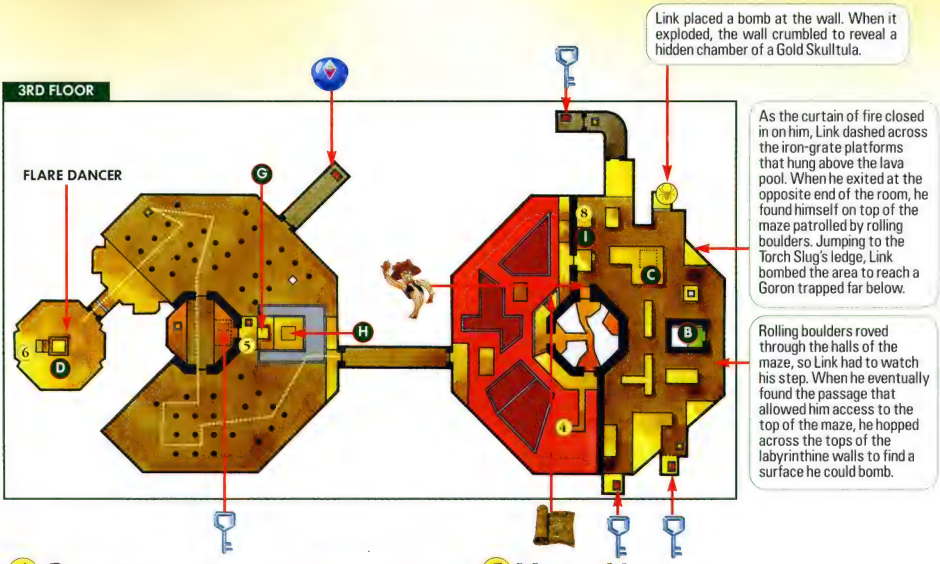
Link crossed a narrow, wooden plank to enter a caged chamber that contained a flaming geyser. Scaling the chain-link cage, he reached the roof to swat a pair of perching bats before leaping to one of the pedestals that flanked the geyser. He pushed the pedestal's stone cube onto the fountain of fire, and, when the fiery shaft propelled it upward, Link was able to hop on for a ride.

3 Up to the third floor

The geyser took Link up to a locked door. On the other side, he moved a block to reach a wall that he could scale. He then launched a bomb onto the crystal switch from the overlooking ledge. By deactivating the switch, Link extinguished the fire that blocked the second wall he could scale.







4 Curtain of Fire

As soon as Link set foot onto the iron-grate platform, a curtain of fire ignited behind him, and it was stoked to scorch him. Link ran across the platform, which quickly became a grill as the curtain of fire pursued him. As he fled, he spied two exits that doubled as areas of safe refuge–a ledge opposite his starting point and, halfway between those spots, a ledge to his left.

5 Maze ablaze

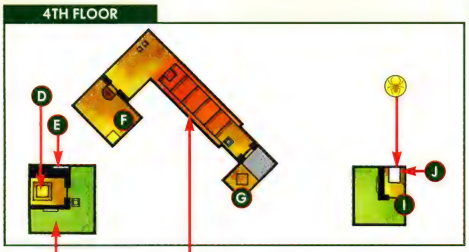
Link emerged in a forest of pillars that seemed harmless enough until he tried walking between two of the posts. A wall of fire suddenly shot up between the two pillars, and Link soon realized that he was in a maze of fire. The fire walls would ignite just as he approached them, so after many missteps and toasted toes, Link managed to navigate through the left half of the maze. Dodging the spinning, flame-spitting column, he entered the nearby door to reach the maze's second half.

6 The Flare Dancer

From the raging pit emerged a creature with arms and legs of fire. As it pirouetted across the floor, it launched will-o'-the-wisp fireballs. Link aimed his bombs and hookshot at the dancer's solid, round torso. Once he hit it, its flames went out, and he could slash its core. Later, when he had the hammer, he discovered he could extinguish the dancer by pounding the ground.

Fire bubble

Ganondorf raised havoc throughout Hyrule, and in the Fire Temple, he reanimated skulls that would spring from the lava. A shield would extinguish its fire, and a second attack would shatter the bonehead.

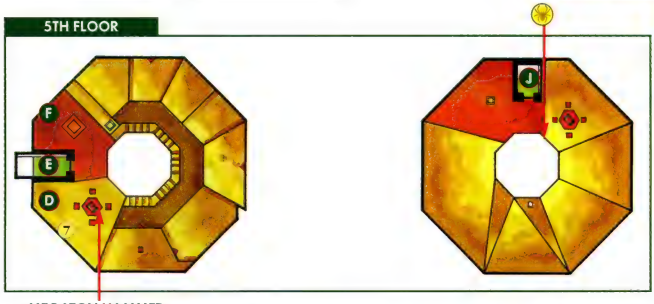


Link scaled the grating on the wall then fired his hookshot into the crystal switch on the floor below. When he hit it, the fire wall fizzled out so he could climb higher.

Link hammered the switch to cause the floor to collapse into stairs. At the bottom, he found another switch that needed the weight of a crate to keep it activated.

7 Looking for a divine hammer

Link had heard that the almighty Megaton Hammer was locked in a chest at the top of a winding staircase. Sure that he had entered the room of the legendary weapon, Link tripped the nearby switch in the hopes of uncovering the hammer. His hunch was right–the fire atop the stairs temporarily died down to reveal a chest. Link raced up the stairs and claimed the hammer. Once he had it in his hands, he began to hammer every rusty switch, stone idol and hieroglyph-faced platform he could find in the temple to pound out magical results.



MEGATON HAMMER

8 The secret chamber

Later, Link would find the longshot in the Water Temple. With it in his arsenal, he returned to the boulder-filled maze and summoned a scarecrow through song. Sinking his longshot into the straw man, he reeled himself up to a column where he noticed a secret entrance.

VOLVAGIA

The showdown between Link and Volvagia took place on a slab of land floating in a pool of lava. The island was punctured with several holes, and the serpent would peek its head out of them to lash out at Link. Armed with his hammer, Link swung and sledged until the dragon slithered and writhed into the air. From above, Volvagia unleashed a roar so shrill it caused rocks to fall from the ceiling. Link dodged them until the beast returned to its burrow to attack again. Many Megaton swings later, Link nailed a victory.

Whenever Volvagia surfaced, Link greeted the dragon with a mighty swing from his Megaton Hammer.

ICE CAVERN

Seven years earlier, Zora's Fountain was awash with warm water. Since then, the temperature had dived to freezing depths, chilling the riverhead into arctic waters. Beyond the iceberg stepping-stones that dotted the fountain, Link would find a cave housing Blue Fire and Iron Boots that would help him reach a fourth sage.

To Make the Wintry Springs Fall

After rescuing the Gorons, Link grew fearful that Ganondorf may have targeted more of his old friends. Entering Zora's Domain to check up on King Zora and his school, Link almost froze in his tracks. Ice blanketed everything in the domain, including King Zora, who was encased in a tomb of red ice. Lord Jabu-Jabu was nowhere to be found, but across from where he once floundered, Link spied a cave that echoed with evil.

Shirt and Shoes

Stalactites dropped from the icy ceiling as Link made his way through the frozen network of tunnels. The ice seemed unaffected by normal flames, but the strange Blue Fire that burned in the caves was powerful enough to melt the red ice. Link captured some of the flames in a bottle, and after finding the Iron Boots and meeting with Sheik, he returned to defrost King Zora. Warm with gratitude, the king fish granted Link a tunic for swimming.

Zora Tunic

The Zoras served the King of Hyrule by supplying sacred water from their river. To purify it, the king's Hylian water inspectors often needed to cleanse the riverbed of pollutants. To help them breathe underwater, the Zoras outfitted the Hylians with suits of fish gills.

Red Ice

Ice that glowed red possessed magical properties. Heat could not melt it, but the supernatural flame of Blue Fire could. The fire burned in the Ice Cavern, and travelers who bottled it could save it until coming across a treasure chilled in crimson.

1 Blue fire in a bottle

When Link realized that Blue Fire melted red ice, he emptied all his bottles so he could contain as many flames as possible. Red ice barricaded much of the cavern and many of its treasures, so he had to thaw things out with the magical heat of his Blue Fire. Before leaving, he refilled one bottle so he could thaw out his friend, King Zora.

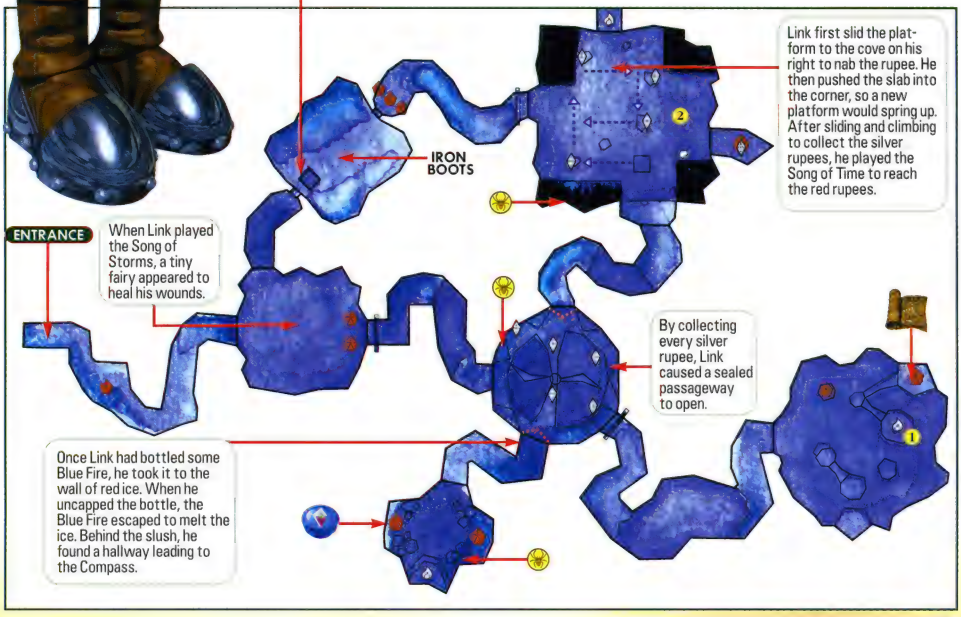
2 Sliding on ice

To reach the high passage to his left, Link had to slide the platform to its doorstep. The pillars obstructing the area and the drop-offs in the corners of the room defined a specific path for Link to slide the slab. The rupees in the room seemed to mark the way, and his adventuring experience taught him that collecting every silver rupee would unlock a door.

Iron Boots

Even with their Zora Tunics, Hylians could not stay underwater for long. The people had a tendency to float, so they forged heavy boots of iron to keep their feet planted on the sea floor. Travelers also found the footwear handy for walking against strong winds.

The final enemy Link met in the Ice Cavern was a White Wolfos that unleashed its canine carnage on him. The White Wolfos was similar to the breed he fought in the Sacred Forest Meadow years ago, so he slashed and sliced to doggedly defeat it. With his victory, Link won the Iron Boots.



WATER TEMPLE

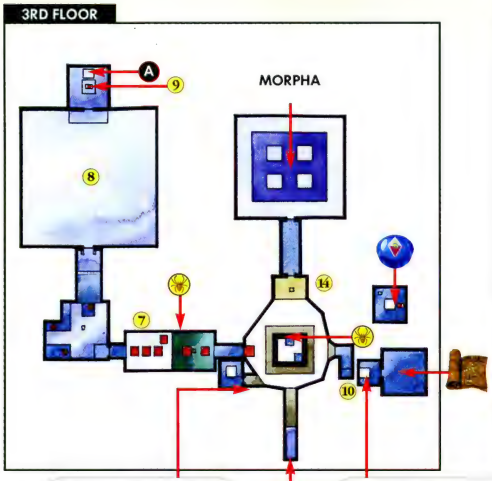
No longer swelling with waves, nor half the reservoir it was seven years earlier, Lake Hylia had dried up into a modest puddle ravaged by Blue Tektites. Submerged in the basin's deepest point stood the entrance to the Water Temple, and Ruto had apparently swum in to uncover the reason behind the freezing of her homeland.

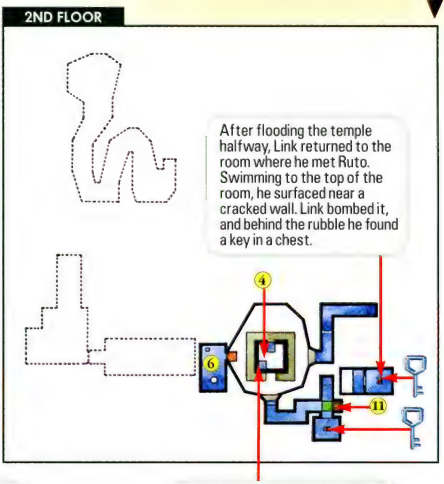
Clodhoppers for Underwater

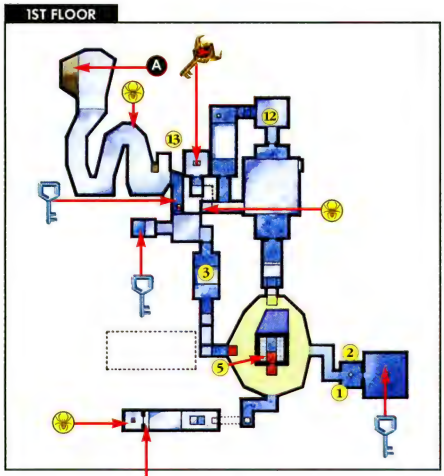
Before Link left the Ice Cavern, Sheik materialized to teach him the Serenade of Water. When the Hylian performed the song, its magic combination of tones instantly transported him to Lake Hylia. Despite the constant rain, the lake looked to be suffering from a drought. Most of the water had disappeared, but what little remained managed to barely submerge the Water Temple centered in the basin. The entrance was fathoms below, so Link suited up in his Zora Tunic and Iron Boots to slosh to the doorstep. Underwater, Link realized his hookshot was his only usable weapon, so he launched it at the diamond-shaped switch above the entrance to unlock the door.

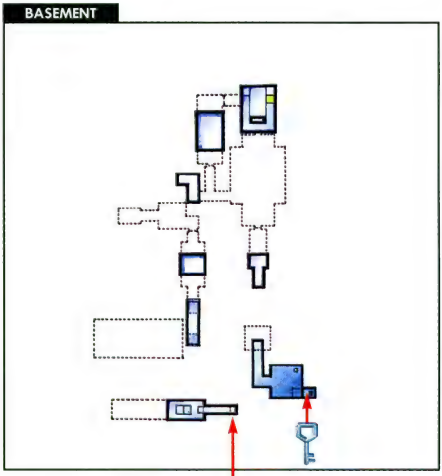
The Water Temple

The temple was once protected beneath the depths of Lake Hylia, but Ganondorf had drained the divine water to expose the aquatic sanctuary. The Zoras who erected it did not intend the multilevel temple for exploration by landlubbers. Because of this, they used water as a means of reaching the different floors and placed a Triforce crest in three spots where a regal lullaby could alter the water level.









When the temple was drained, Link trekked into the passage and bombed the floor at the dead end. He put on his Iron Boots to enter the hole he had blasted and swam up to a room where he spied a Gold Skulltula locked behind an iron grate. By using his spinning sword attack, Link opened the cell.

1 Following her lead

Link sank to the temple floor and trudged to an entrance flanked by torches. Ruto greeted Link inside, and he followed her as she swam up. He would not see Ruto again until much later, but he knew she had led him to a place where Zelda's Lullaby could change the level of the water.

Ruto

In seven years, Link's "fiancée" Ruto had grown to be quite a catch-as far as Zoras go.

2 Hot arrows

After the water had drained, Link jumped down to where he had met Ruto. To either side of the chamber's locked door was an unlit torch, and in the center of the room was a lit one. Shooting arrows through the flame, Link lit the torches.

3 The hydraulic lift

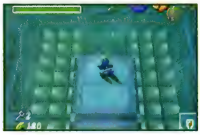
By pushing the block that was in one of the ground floor passageways, Link reached a room with a switch. When he struck it, a geyser sprang up, and Link was able to hop on it to cross the gap.

4 The water half full

Link crossed the dry, sandy floor and entered the tower. Using his hookshot, he reeled himself to one of the interior platforms jutting from the wall. When he found the Triforce sign, he played a lullaby to raise the water level halfway.

5 The deep

When he flooded the tower halfway, a passage in the ground opened up. Link put on his Iron Boots and, carefully dodging the floor spikes, sank to the opening.



6 Maximum water level

With the temple half-flooded with water, Link exited the tower and swam to a locked door on the second floor. After defeating the Blue Tektite that attacked from above, he rode the fountain to the spot where he could flood the entire temple.

7 Up the waterfall

Link completely flooded the temple then swam to the door to the left of the Triforce floodgate. He downed the flying Keese, dropped off the ledge to a platform, then used his hookshot to ascend the waterfall.

8 The dark side of Link

Link crossed the glassy, shallow water to reach the door but found it to be locked. When he turned around, a shadowy reflection of himself loomed in front of the tree. Dark Link mirrored his every move but was foiled by the spinning sword attack.

Longshot

An improved version of the hookshot, the longshot contained a chain that was twice as long, enabling its user to hook objects from much greater distances.

9 By a longshot

Once he found the longshot, Link musically made the blue block vanish. Beneath it flowed a stream that was so swift it made him grateful he had two types of boots.

10 Water block

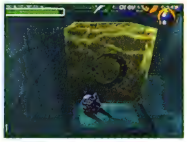
In the fully-flooded temple, Link swam to the third floor passage to the right of the main entrance. In Iron Boots, he clanked over to a submerged block and dragged it.

11 Putting an eye out

In the half-flooded temple, Link pierced the eye switch with an arrow. The gate above his target raised, and he swooped into the entryway using his longshot. Inside, he found the block he had just dragged. By pushing it, he exposed a hallway.

12 More block moving

Link longshot across the spiked opening then stomped underwater, dodging boulders before reaching the Stingers' room. He jumped down to the ledge to pull the block, then bombed a corner of the Stinger pool to enter the rear of the block's hallway. Eventually, he pushed the block onto the underwater switch.



13 The key to Morpha

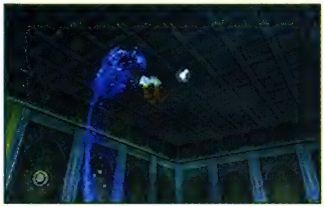
When the block weighed down the underwater switch, the water level raised so Link could enter the door atop the stairs. He turned right at the boulder channel, sunk down, then floated above the Shell Blade to find a key.

14 To Morpha

With the water level at its highest, Link fired his longshot into the statue to begin an uphill trip to Morpha, the fiend overseeing the temple's downfall.

MORPHA

From the sacred water surfaced the unholy Morpha. The demon itself was a small, glowing sphere, but the nucleus could command the seas to form a tentacle of water. As it slithered fluidly about its lair, Link stood poolside readying his longshot. He relentlessly launched it at Morpha's core, and if he managed to harpoon it, he could strong-arm the nucleus out from its serpentine body. Once it was disarmed, he slashed its exposed nucleus. Morpha's core retreated to the water to regroup into two tentacles, but neither was a match for the longshot.



The tentacle could toss Link like driftwood in high seas, but a hit from the longshot could enable Link to extract the nucleus and exact revenge.

KAKARIKO WELL

Long ago, Impa sealed an evil spirit in the dungeons beneath her town's well. Years later, the demon, feeding off Ganondorf's ever-growing evil power, broke the seal. As the spirit escaped to the surface, its armies of undead awoke below. Link had to reclaim the Kakariko underground, but only as a child could he enter the well.

A Village in Flames

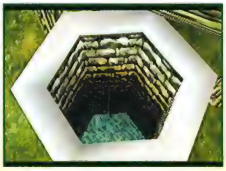
After Link secured the Water Temple, Ruto awakened as a sage and was forced to break their engagement. Relieved to be let off the fish-woman's hook, Link left and headed down the Lake Hylia bridge. Remembering what the plaque there read, he aimed his bow at the rising sun. Fire Arrows fell from the sky as his arrow soared to the blazing bull's-eye, and with magic prize in hand, he headed for Kakariko Village. To his shock, he arrived to see Impa's town in flames. A harried Sheik, upset to see the hometown of a fellow Sheikah burn, grudgingly told Link of the monster that had escaped from the well.

Kakariko Windmill

The town windmill pumped water into the well, and an organ-grinder tended to the operation. If the Song of Storms was played in the windmill, the well would run dry, revealing a passage large enough for only a child.

To Tilt at Windmills

Sheik said he would work on putting out the fire, and he ordered Link to stop the subterranean demons. Since the town windmill regulated the well's water level, Link started by interrogating the organ-grinder in the mill. The well had gone dry, enabling the demons to escape, and the man blamed it on a ten-year-old who played the ocarina. The grinder did not recognize that the person questioning him was the culprit all grown up, so Link brandished his ocarina to jar the man's memory. Reminded of the Song of Storms, the grinder played it for Link, who then revisited the Temple of Time to undo the past. With his Master Sword reinserted into the Pedestal of Time and his childhood henceforth restored, the young Link returned to the windmill to play his new song.

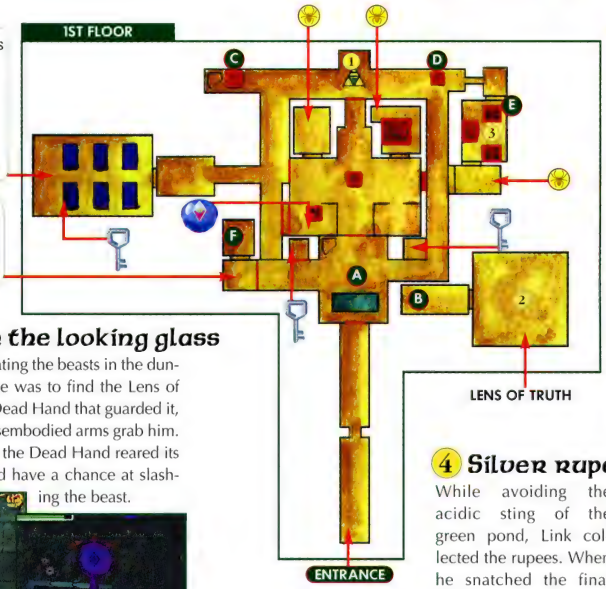


1 Water music

Though the Song of Storms had drained the well, water still flooded into some of its dungeons. In one hall stood a monstrous statue that had water spouting from its gaping mouth. Link needed to drain the water, and when he spotted the Triforce symbol painted on the floor in front of the fountain, he knew Zelda's Lullaby would do the trick.

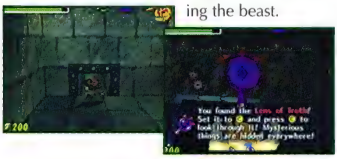
For each torch Link lit, its adjacent coffin would open. He found a key in the casket in the southwest corner, but he wished he had not disturbed the monsters resting in some of the other tombs.

According to the map he found, red areas indicated the illusionary walls and floors he could pass through.



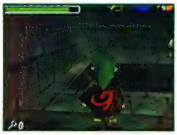
2 Through the looking glass

Aside from exterminating the beasts in the dungeon, Link's objective was to find the Lens of Truth. To defeat the Dead Hand that guarded it, Link let one of the disembodied arms grab him. Once in its clutches, the Dead Hand reared its head, and Link could have a chance at slashing the beast.



3 Illusionary floor

The floor appeared solid, but nothing was as it seemed in the well's dungeon. Sections of the floor were illusions, and unless Link scoped out the ground using the Lens of Truth, he ran the risk of falling through a hidden hole.



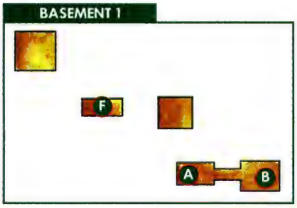
4 Silver rupees

While avoiding the acidic sting of the green pond, Link collected the rupees. When he snatched the final one at the top of the ladder, the exit's barricade lifted.

Lens of Truth

Through the Lens of Truth, viewers could spy invisible demons, traps, treasures and places that normally went undetected. As an adult, Link tried to explore the Shadow Temple that was behind Kakariko Graveyard. Without the Lens of Truth, the specters of the unseen haunted and taunted him, making his journey impossible.

BASEMENT 1



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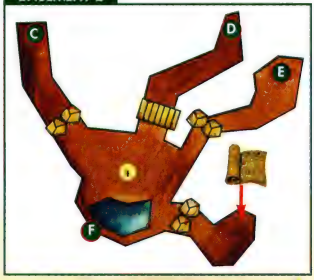
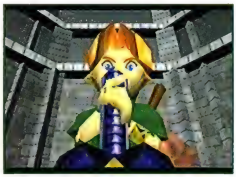


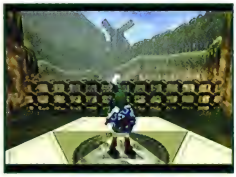
SHADOW TEMPLE

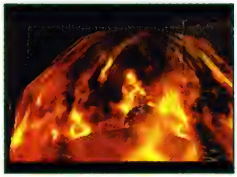
Beyond the Kakariko Graveyard lay the hidden entrance to the Shadow Temple, a monument built with the blood and bones of Hyrule's evil dead. The temple was a labyrinth of illusions and puzzles, each designed to add another resident to its already overflowing crypts. Only those who could swallow their fear survived.

Music to Die For...

Link pulled himself from the depths of the Kakariko well with the Lens of Truth in hand. He had the equipment to enter the Shadow Temple, but he knew that as a little boy he wouldn't last long against the creeping horrors. Using the ocarina to return to the Temple of Time, Link flung himself seven years forward. Link lifted the ocarina to his mouth again and played the Nocturne of Shadow, the grim dirge that transported him to the temple. At the bottom of a crumbling stairway, Link found himself standing in the center of an arcane design surrounded by unlit torches. Link called upon Din's Fire to set the torches ablaze and open the door to the shadowy madness below.







Shadow Temple

In the world of the dead, the eyes of the living were easily deceived. Mirages disguised doors that could be unlocked only by keys found in invisible chests. The best partner for anybody foolish enough to venture into the temple was the Lens of Truth, which revealed what the phantoms kept hidden.

1 Better read than dead

The door slammed shut behind Link. The hair on his neck stood up as he sensed the piercing gaze of the ReDead. Link was confronted by the decomposing denizen, but his sword quickly sliced through its gummy flesh. The ghoul collapsed to the floor, leaving Link to wonder what was hidden in this crypt. He discovered a chest that contained the map of the temple.

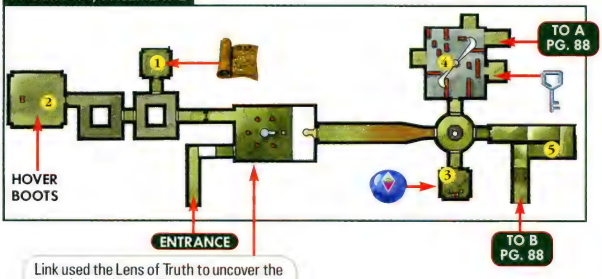
2 Walking on air

Link could smell the rotting flesh as he entered the antechamber. Before he could turn to run, a hand erupted from the ground and wrapped its bony fingers around his head. Link watched in terror as a zombie materialized and shambled his direction. Only by fighting free of the death grip and hacking away at the zombie's gaping jaws did Link survive. As the undead dissolved into the earth, the chest containing the Hover Boots appeared.

3 Chamber of horrors

After destroying the Beamos, Link stood in the hall staring at the doorways filled with skulls. He used the Lens of Truth to peer through the ghastly obstacles. In the northern room, Link avoided a set of grim reaper blades to find the key that opened the door of the central chamber. To the south, he had to fight the specters just to stay alive.

BASEMENT 1, BASEMENT 2



Link used the Lens of Truth to uncover the true skull and aimed the stone bird toward it. With the Hover Boots, he was able to cross the chasm safely.

4 Silvery challenge

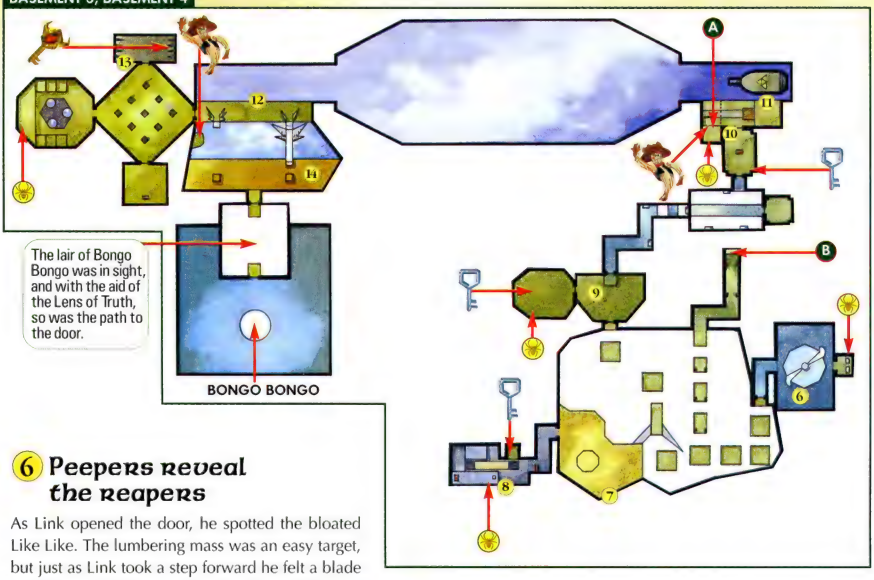
As the door to the room opened, Link felt the wind of a whirling scythe inches from his nose. The center of the room was filled with two pirouetting statues of the grim reaper. Link had to jump and duck around their spinning blades not only to reach the five silver rupees, but to keep his own head. The silver rupees lifted the bars protecting a treasure chest which yielded a dungeon key.

Hover Boots

Link was already light on his feet, but once he donned the Hover Boots he was granted a few grace steps beyond the edge. The winged wonders had little traction and had to be used with care.

5 To the basement

The path to the basement was crawling with spiders, but the biggest danger was the gauntlet of razor-edged guillotines. Link had to time his movements just right if he wanted to keep his head on his shoulders. He wiped the sweat from his brow and started running.

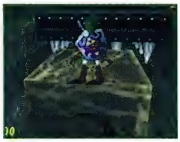


6 Peepers reveal the reapers

As Link opened the door, he spotted the bloated Like Like. The lumbering mass was an easy target, but just as Link took a step forward he felt a blade nick his ear. Link jumped back and looked through the Lens of Truth. A twirling reaper statue sat in the center of the room.

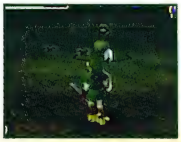
8 Getting the point

Link was starting to understand the tricky dimensions of the temple. He knew what looked like a dead end was really the door to a new passage. He pulled the giant block from an illusionary wall and used it to deflect the rows of spikes that fell from the ceiling. Once on the other side of the pointed hazard, he used the block to reach the ladder high above.



7 Silver rupees

Link stared down another silver rupee puzzle, but this time he could spot only four jewels. Link dodged the circling spikes and avoided the Beamos' ray to collect the visible rupees. He then jumped back and pitched a bomb at the Beamos' headpiece. The final rupee was hidden inside the monster's metal belly.



9 Rolling the bones

Link entered the tomb cautiously. At the center, a skull idol cooled the chamber with a strange bluish flame. Link swatted away the Keese that attacked from above and ascended the staircase. Convinced that the key to the next chamber lay hidden in the idol, Link lobbed a bomb into the flare. He found the key within the shattered bone fragments.

10 Invisible treasure

The room was filled with a putrid stench, and the key to the door was nowhere to be found. The Lens of Truth betrayed nothing. Link looked at the pile of refuse in the corner, barely able to discern the outline of something hidden in the garbage. Link used a bomb to clear away the filth. Now, the Lens showed that a chest was indeed hidden in the corner.

11 A little traveling music

Link boarded the spectral ship, the boards creaking beneath his weight. There was no captain to get the ferry moving, so Link stood on the sacred symbol of the Triforce and played the royal lullaby on his ocarina. A cold wind swept through its tattered sails of cobwebs, and the giant craft lurched forward.

12 Abandon ship!

The phantom vessel slid through the misty cavern on its ghostly voyage to infinity. As the ship began to sink slowly into the fog, Navi warned Link that there was no time to lose. Even though the ledge to the left looked vacant, Link was not trusting of appearances in the temple. But the unknown was better than certain death, so Link laced up the Hover Boots.

13 Ring of fire

The room suddenly filled with the sound of clinking chains and splintering wood. Link looked to each side for an escape, but from the shadows he could see walls of spikes inching toward him. They were made from wood, so Link released the power of Din's Fire to incinerate them.

14 Shipwrecked!

Link might have escaped the barge before it sank, but now he was marooned on a ledge with no escape. Even the Lens of Truth failed to reveal a hidden platform. Across the gap was a looming dragon statue that looked like it would span the void, but Link couldn't hurl a bomb that far. Fortunately, Link spotted some Bomb Flowers at the base of a statue. An arrow got the fuses burning.

BONGO BONGO

While Link charmed the elements with his ocarina, the dead danced to the beat of a different drum. Bongo Bongo, the shadow that plagued Kakariko Village, was a musical menace from beyond. Its invisible carcass operated the giant hands that tossed Link about on the surface of the platform. But whenever Bongo took a moment to pound the chorus, Link was able to freeze its hands with a pair of arrows. The Lens allowed Link to see Bongo's fiery eye. An arrow to the pupil was enough to stun its body. Link rushed in with his sword to prevent Bongo from an encore performance.

Before Bongo could orchestrate a revival, Link swooped in and picked up the fallen arrows.

GERUDO FORTRESS

Carved into the mountain ridge that divided Hyrule Field and the sandy wasteland of the desert, the Gerudo Fortress was a maze of mesa dwellings linked together as an elaborate stronghold. The bastion was guarded by an elite squadron of Gerudo amazons who could strike a man down readily with their weapons.

Across the Desert Abyss

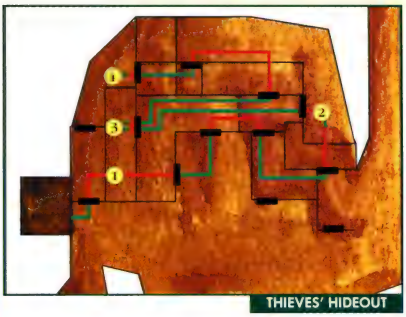
Link and Epona rode into the ridge that had led to the desert, stopping at a deep canyon. The rope bridge that had spanned the chasm had been cut–by Ganondorf, no doubt–to prevent intruders. Link and Epona made a mighty leap to cross the desert breach. On the other side, they met the foreman who had come to fix the bridge, but his carpenters had mysteriously vanished while nearing the fortress for a closer look.

Gerudo

The Gerudo warriors were easy on the eyes and quick to the punch. Superior to their male counterparts in every way, they trusted only one man, Ganondorf.

Let My People Go

As Link stepped out into the field, he was arrested and tossed in jail. He escaped using the longshot but now knew the fate of the missing workers. The labyrinthine halls of the fortress were patrolled by guards that were on the lookout for intruders. The only way to stun the guards was with an arrow. Link freed the workers from captivity one by one. Link's battle prowess did not go unnoticed by the Gerudo. He had earned their respect and was awarded honorary status.



A LOOK TO THE PAST

A minor intrusion

The Gerudo guards had little respect for men and even less use for little boys. Link was turned away from the desert even before he could catch a glimpse of the Gerudo Fortress.

Horseback archery range

The Gerudo were not only adept with the scimitar, but they were expert archers. The archery range was operated by a woman who taunted the horseless Link, who responded by calling Epona. Impressed with his steed, the Gerudo offered Link a chance to beat the 1,000 point record with only twenty arrows and 100 points per bull's-eye. Link felt he was a fair archer and decided to put his money where his mouth was. If Link could best the record, he would be awarded honor and a Piece of Heart. Link mounted Epona, held his bow steady, and rode like the wind.

O GERUDO VALLEY

Gateway to the Desert

Only Gerudo were allowed to pass beyond the valley and into the desert. Link presented his honorary Gerudo Membership Card to the guard operating the gate. She reluctantly granted him permission but warned him of the two desert trials that he would have to overcome if he was to survive the desolate dunes. First, he would need to successfully navigate a river of sand. Second, he would need to appeal to the phantom guide, a ghastly apparition that knew the way out of the sandy wasteland.

Gerudo Training Ground

Gerudos were not born champions on the battlefield. Their natural talents were cultivated through grueling years of developing and honing their skills in attack and defense. Entire days were logged in complex training facilities. Over time, these facilities were combined into one center–the Gerudo Training Ground. Its eleven chambers of maddening challenges required a strong mind as well as lightning reflexes. Only a member of the Gerudo elite could try her hand at the unyielding obstacles within its walls. Link was offered a chance to prove his worth.

TRAINING GROUND

Ice Arrow

The wintry weapon was the reward for reaching the center of the training ground. The Ice Arrow cut a frosty arc through the air, freezing whatever received its frigid point.

The Lens of Truth revealed a path to the keys hidden above.

ICE ARROW

ENTRANCE

1 Time to kill

A pair of Stalfos charged Link. He had a brief amount of time to defeat the gruesome twosome in order to receive the first key.

2 Obstacle course

Collecting the five silver rupees within a tight time limit would be difficult enough for Link, but dodging rolling boulders and curtains of flame made the task even more arduous. Link started with the left corridor, snatching the two slippery rupees while side-stepping the giant rocks. As the longshot lifted Link to higher ground, he gracefully snatched the rupee in midair. Link dashed down the right hallway before the oncoming boulder became his tombstone. He grabbed the rupee and headed back to the central hall where another blast of the longshot lead him directly to the elusive final rupee and the exit with seconds to spare.

3 Hidden ledge

While Link fumbled with the Lens of Truth, a hungry pack of Wolfos sounded its battle cry. Link repelled the canine carnivores with his sword and used the lens to spot the mirage that concealed the exit passage.

4 Blocked

Without the gauntlets that granted super-Hylian strength, Link was unable to budge the giant block and enter a hidden chamber. An extra door key waited for him in a chest. Link would need to come back for the key once he had the Silver Gauntlets.

5 One-eyed blind

Link hopped down to the revolving ring that circled the four cyclops statues. He had to deliver an arrow into each eye before a hidden treasure chest would reveal itself.

6 Hammer time

Link placed both hands on the Megaton Hammer's handle and swung with all his might. The switch for extinguishing the fire that engulfed the chest had to be under one of the totems.

7 Burning rupees

The searing heat was almost too much for Link. He hopped from pillar to pillar, avoiding the jumping devils with each step, trying to collect the rupees. When Link was stuck, the Song of Time exposed a hidden block that helped him get the key.

8 More time to kill

As the seconds ticked by, Link valiantly fought back the rampaging Dinalfos and bombed the deadly Beamos. The Dinalfos expired mere seconds before time ran out and the hidden treasure chest appeared. Link found a key inside.

9 Final maze

Depending on how many keys Link found, he had to carefully choose which doors in the maze to open. If Link had all nine, he would have no problem reaching his prize. But if he possessed fewer than seven, he would have to find more.

HAUNTED WASTELAND

The windblown desert was a graveyard without headstones. The sand swallowed the bleached bones of lost travelers without a trace. The gritty storms that whipped across the dunes severely hindered visibility, leaving anybody unfortunate enough to lose his way little chance to see the morning sun over Hyrule again.

Salvation from the Desert Specter

The layers of soft sand began to consume Link. Hastily, he slipped into the Hover Boots to avoid being lost forever beneath the dunes. He followed a trail of shredded flags aiming the longshot at a rock plateau where the phantom guide announced its presence. Using the Lens of Truth, Link followed the spiritual escort out of the blinding storm, careful not to lose sight of his only hope of surviving the journey. The ghost vanished into the desert once Link reached the Spirit Temple.

Desert Dealing

The desert storm had almost completely sanded away the writing on the sign, but Link was able to follow it to a merchant perched atop a flying carpet. Using the Hover Boots, Link glided from the rickety pier to the floating rug. The merchant was buried beneath layers of wrapping, but Link thought he could hear him say that he was selling Bombchus.

Singing in the Rain

The rumored oasis had been written off as Gerudo trickery, a deception to lure gullible travelers into losing their lives in the hostile desert. The story was only half false, though, as the oasis did exist. It was just devoid of water. Link stood on the stone outcropping next to the barren pond and played the Song of Storms.

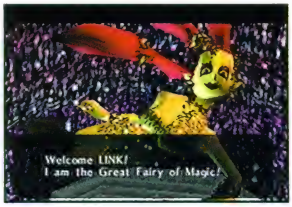
The heavens rumbled and released a downpour that filled the oasis with sweet water. The water freed the fairies trapped in the arid sand, and they healed Link in return for his ballad.

Oasis

The oasis was the spring of what life at one time existed in the inhospitable desert. Now, all that remained was a crusted layer of scorched sand where water once flowed freely.

Great Fairy of Magic

As Link grew in strength, his ethereal senses expanded as well. He could feel the presence of a Great Fairy within the oasis's sweep. Spying a crack in the rocks, Link detonated the door to the Great Fairy of Magic's fountain. The fairy taught him the final incantation, Nayru's Love, a protective spell that would shield him from attacks. But use the relief wisely, the Great Fairy warned, for the barrier would not last long. The fairy restored Link's magic and life reserves and wished him a good journey on his quest to deliver Hyrule from the wicked Ganondorf.



Leever

Native to the desert wasteland, the Leever was a malicious cactus with a taste not for water, but for blood. The prickly plant may have moved slowly, but its sting was fatal.

SPIRIT TEMPLE (YOUNG LINK)

Far out on the desert sands, Link discovered the Spirit Temple of the Gerudo, a place where treasures and mysteries—and one of the sages—awaited his arrival. One trip would not be enough to complete the puzzles of the Spirit Temple, and Link would return in two forms to complete his quest.

Only a Child Could Pass

The left side of the Spirit Temple could be entered only through a small tunnel. No man, or grown woman, could squeeze through such a tight space. But Link as a child had crawled through many such places. When he first visited the temple and saw the tunnel, he realized that he would have to revert to his younger form in order to gain access to the rooms beyond. Returning to the Temple of Time, Link traveled back in time by replacing the Master Sword in its stone. Once the time transport was complete, Link returned to the Spirit Temple.

The Requiem of Spirit

Sheik met Link once more outside the temple, and he taught the Hero of Time a powerful new song for his ocarina: the Requiem of Spirit. No matter where Link played the melody, he would be given the choice to warp directly to the desert and the Spirit Temple. Sheik's words regarding the Master Sword suggested to Link how the weapon could be used to travel forward and backward through the river of time. In that way, he was able to access both parts of the Spirit Temple and complete his quest.

Master of Time

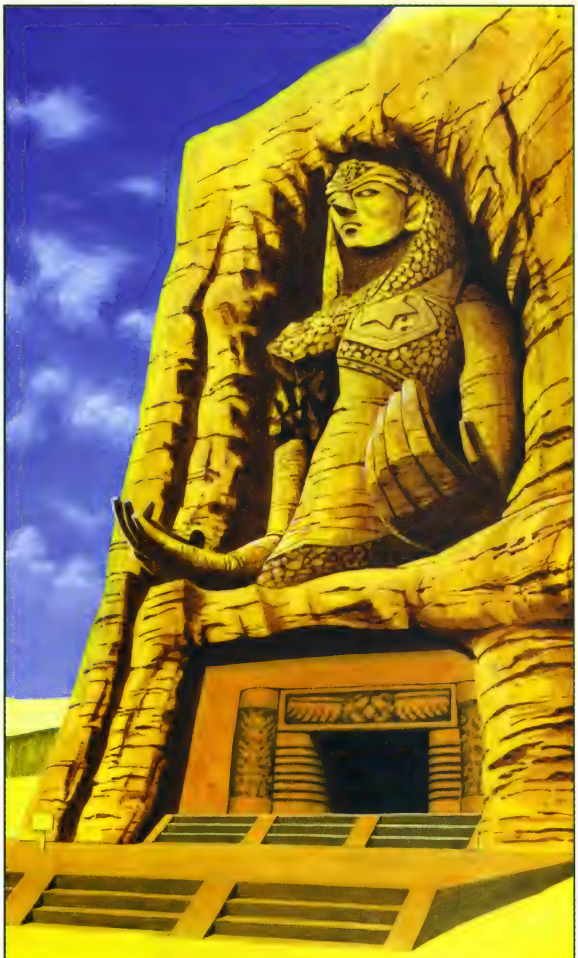
When Link returned to the Temple of Time, he approached the stone from which he had first pulled the blade as a youth. Sheik's words rang in his memory. "Upstream and downstream," the mysterious youth had said. So Link replaced the Master Sword in the stone, and time moved backward, transforming the Hero of Time back into the small boy.

The Good Thief

Link entered the Spirit Temple as a boy. There he met Nabooru, a thief of the Gerudo, who was trying to steal the Silver Gauntlets. When she asked Link what he was doing in the Temple, he didn't want to give away his purpose, especially not to a Gerudo and kinswoman of Ganondorf's. But as it turned out, Nabooru despised the evil king as much as Link did. She wanted the Silver Gauntlets in order to steal all the treasure that Ganondorf was storing in the temple. That was good enough for Link, and he decided to help Nabooru.

Nabooru

The beautiful and mysterious Nabooru was a thief of the Gerudo, but she worked alone and never followed Ganondorf, whom she knew to be a wicked king. In the Spirit Temple, she had her eye on the Silver Gauntlets, but she needed help to reach them.

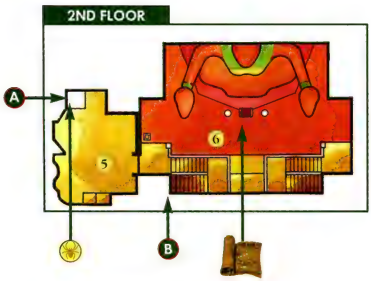


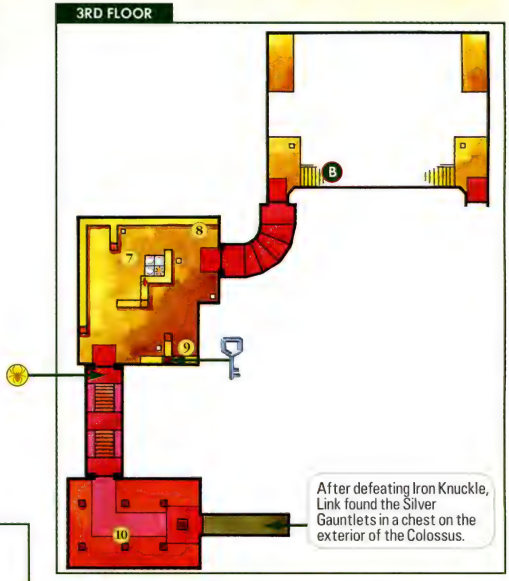
Spirit Temple

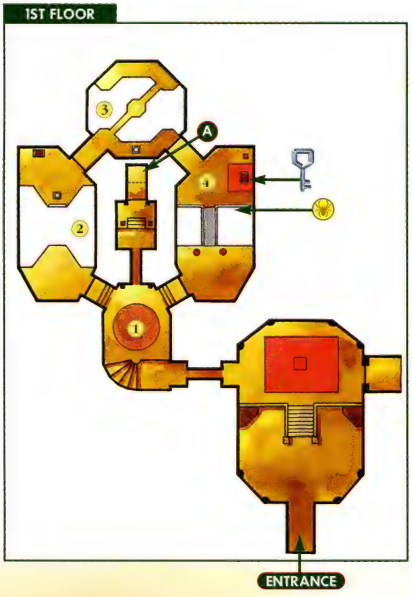
The Spirit Temple was built by the ancient ancestors of the Gerudo people. Since only a single male child was born to the Gerudo every hundred years, the massive shrine was built by female masons and engineers.

Silver Gauntlets

The Silver Gauntlets were said to contain the power of an army, and any person who wore them would be able to lift impossible weights. An item of such obvious value was a prime target for thieves, so Ganondorf had the gauntlets hidden in the Spirit Temple.





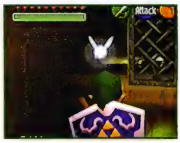


1 Three doors

Link had to destroy all of the Keese and the Armos to unlock the two doors. He learned that the Armos could be destroyed most easily with bombs or the Bombchu.

2 Boomerang bridge

The Bubble hovered over the gap in the room, taunting Link to make a move. Across the span, Link spied a switch behind a tall metal grate. He wouldn't be able to shoot the switch with his slingshot because the grate was in the way, but he might be able to throw the boomerang around the grate and hit the switch. After he struck the switch, the grate lowered to form a bridge.

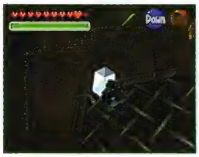


3 Fight fire with fire

From beyond a Razor Trap, Anubis shot balls of flame at Link. Link's weapons left no mark on the monster when he attacked. He escaped to the ledge near the door and noticed a switch that activated a wall of fire. Perhaps by moving somewhere in the room he could lure Anubis into the fire, Link thought, glancing at the far-left ledge.

4 Silver rupees

Link destroyed the Wall Master and Keese, then collected five silver rupees, which caused a bridge to drop. That allowed Link to light the torches, which made a treasure chest with a small key appear.

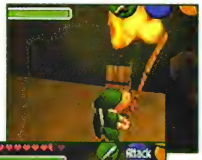


5 Sunlight in the dark

Stomping or hitting the sun switch didn't do a thing. Then Link saw a loose rock high in the wall with chinks of light showing. He fired off a Bombchu to open a hole that let the sunshine pour through.

6 The statue room

In the cavernous statue hall, Link pushed an Armos off the ledge onto a switch, then he climbed back up to the top of the chamber where he lit a Deku Stick. Jumping down to the floor of the hall, he lit two torches. A treasure chest appeared with the dungeon map inside.



7 Block in the sun

The room seemed to have many puzzles, but the key to it all was to pull the block with the sun switch into the rays of the sun. Link destroyed the Beamos first to make the task easier–and safer.

8 Five rupees

Five silver rupees were spread throughout the sun block room. Link climbed onto the ledges in the middle and at the sides of the room in order to collect them all. When he did so, the torch ignited.

9 The key

When the torch ignited in the sun block room, Link used a Deku Stick to carry the flame to the other three unlit torches in the hall. Once they were burning, a treasure chest appeared bearing a small key.

10 Iron Knuckle

Iron Knuckle sat motionless on his throne, apparently no more alive than a stone. But Link knew better. He hit the metal knight on the side. Iron Knuckle rose and began swinging his mighty battle-ax. Link, being much swifter, circled behind the knight and struck him on the back repeatedly. When Link hid behind a pillar, Iron Knuckle chopped it down, releasing a heart. Link kept circling and striking until Iron Knuckle expired and the door to the Silver Gauntlets opened.

SPIRIT TEMPLE (ADULT LINK)

Link's adventure in the desert Spirit Temple was anything but complete. He had won the Silver Gauntlets but lost Nabooru–the only person who could help him solve the mysteries of the Gerudo and Ganondorf. When he returned to the Spirit Temple, he would not do so as a child. He would return as the Hero of Time.

Nabooru Captured!

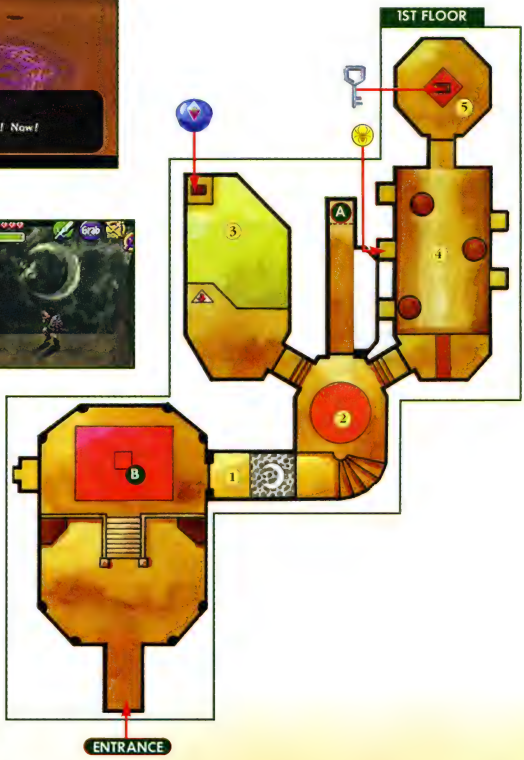
No sooner had Link taken the Silver Gauntlets from the treasure chest than a cry from the desert rang out. From his vantage point high on the Colossus, Link saw Nabooru far below, and two witches flew in circles about her. What was she shouting to him? Something about taking the gauntlets? But before he could react to save Nabooru, she sank into a vortex created by the witches. Would he ever see her again? The answer would have to wait until he was older, stronger and wiser.

1 The power of silver

Link returned to the Spirit Temple as the Hero of Time, old enough to don the Silver Gauntlets he had won as a youth. With the power of the gauntlets, he had more than enough strength to push the giant block away from the entrance to the right side of the temple.

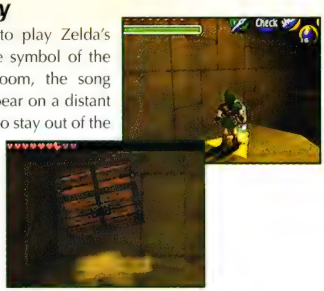
2 Link looked up

A Razor Trap raced around the room while a Beamos stood in the middle, ready to scorch intruders with its blue laser beam. Link ignored the trap and blew up the Beamos with two bombs. He looked around and saw three doors–two of them blocked by bars–and a switch hanging from the ceiling.



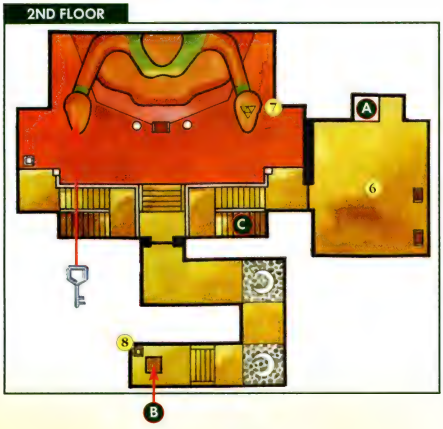
3 Zelda's Lullaby

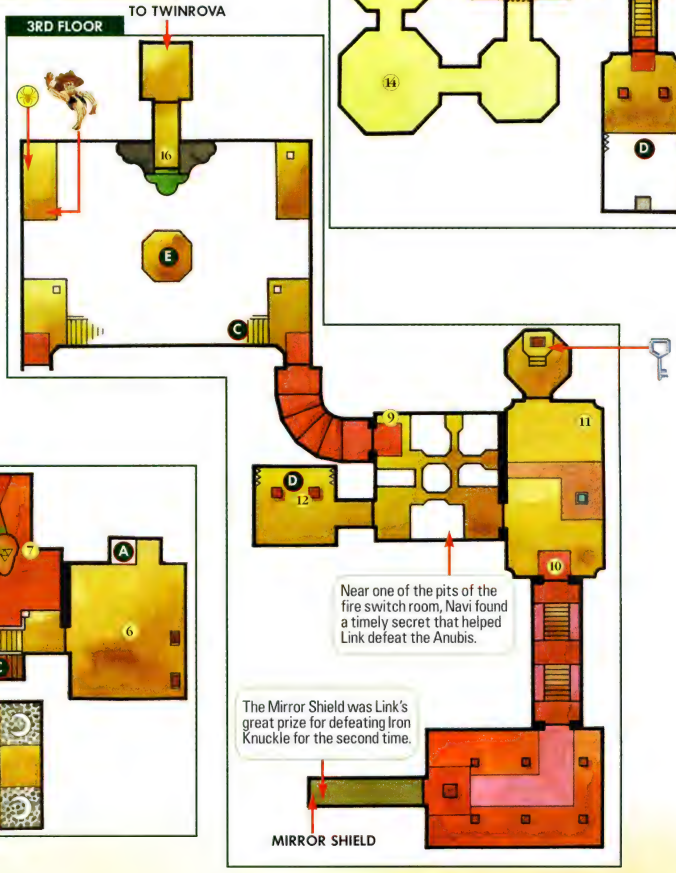
Long ago Link had learned to play Zelda's Lullaby whenever he saw the symbol of the Triforce. In the quicksand room, the song caused a treasure chest to appear on a distant ledge. Using the Hover Boots to stay out of the quicksand, Link moved closer to the chest and used the longshot to reach it. Inside, he found the compass.

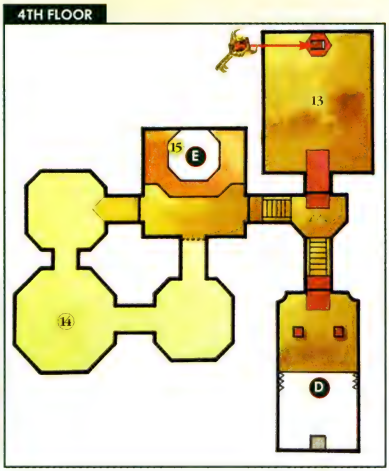


4 Rolling peril

In the room to the right of the first room, Link found a pit with three giant, rolling balls. Five silver rupees were spread throughout the room. One he could reach only by wearing the Hover Boots. When he had collected the five rupees, Link was able to move on into the next chamber.







5 The Like Like

Link was prepared for a Like Like that dropped from the ceiling. He shot it quickly with two arrows. He had learned to keep his distance from the creatures, having once lost a shield to them.

6 Cobra-shine

After defeating the Floormaster in the Cobra Room, Link turned the statue to reflect light on the sun switches. One switch opened the door, while the other switches activated treasure chests. But one switch revealed another Floormaster.

7 Hand jump

Link used the Hover Boots to jump to the left hand of the statue, then he played Zelda's Lullaby and a treasure chest appeared in the right hand. The longshot carried him across the gap where he retrieved the small key.

8 The shortcut

After hammering the rusted switch in the corner of the statue hall, Link could pass through the main door at last. He pushed two giant blocks out of the way, then hammered another rusted switch to activate a downward lift. To his amazement, the lift dropped down into the entrance of the temple, creating a shortcut to the interior.

9 Trial by fire

In a chamber with three Anubis inside, Link had to lead the creatures to the center then activate a switch to send up a wall of fire. At least that was his first plan. But then he remembered his Fire Arrows. Torching the three monsters with arrow shots turned out to be a much faster method.

10 Hopping mad

In the Armos room, the floor switch unbarred the door, but only while the switch was pushed down. Link had to infuriate one of the Armos so much that it would hop on the switch while Link waited next to the door.

11 Reflections

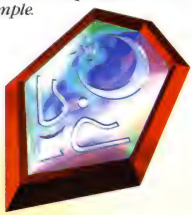
When Link returned to the Armos room, he used his new shield to reflect the light from the window onto the sun switch. As the sunlight hit the switch, the nearby door opened the way to a small key.

12 A moving wall

Two sets of blocks moved back and forth on the tall wall. Carefully, but quickly, Link climbed the wall, beginning the ascent from each stationary section far to one side, which gave him more time.

Mirror Shield

The wondrous Mirror Shield reflected sunlight and energy with its polished surface, and it could illuminate evil, as well. It was indispensable in the Spirit Temple.



13 The key of fire

Link found himself in a room crawling with Torch Slugs and lined with attacking doors. He pounded the floor to flip the Torch Slugs on their backs. Then he smacked each of the doors with the hammer and shot an arrow in the eye switch. Having done all that, he still had to reach the top of the ice blocks and hit the switch that extinguished the fire around the Boss Key chest.

14 Light Links

In the maze of rooms surrounding the giant mirror chamber, Link had to find a way to bring a ray of light to the sun switch. He began by chopping the switch beyond the bars in order to open the shutter door to the right. Inside, he fought a Lizalfos, then he turned the Cobra mirror to reflect light at the wall. After bombing the wall, Link turned the second Cobra mirror to shine into the giant mirror.

15 The sun switch

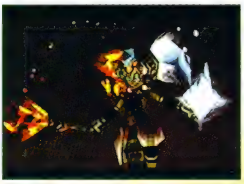
The final step in the puzzle of lights was for Link to use his Mirror Shield to reflect the light from the giant mirror into the sun switch. When he did that, Link felt the ground beneath him drop away. The giant chains lowered him into the chamber of the great statue.

16 Faces of evil

The face of the great statue gave up its secret when light from Link's shield burned away the illusion. Inside the opened door, Link found the two witches and Iron Knuckle. But when he had dispatched this Iron Knuckle, he found that it wasn't just a hollow suit of armor.

TWINROVA

Koume and Kotake, the sorceress sisters, each attacked Link with a special magic, either flame or fire. When one witch sent flame at Link, he reflected it back at the sister, and when that witch fired ice at him, Link reflected it back at the other sister. After several hits, the sisters combined into a single entity that fired both fire and ice spells. Link would collect the energy from one type of spell three times in a row on the Mirror Shield, then reflect back the energy. When the energy hit Twinrova, it crippled her momentarily, and Link ran forward to hit her. After about five such attacks, Twinrova's split personality cracked for good.



Link focused tightly on his target as he reflected the witches' spells with the Mirror Shield.

GANON'S CASTLE

The six sages had been saved, and Link's quest was drawing to a close, but one great adventure remained. Ganon's Castle contained six barriers of power that the hero had to break. Zelda was still held captive. And Ganon had to be dethroned. It was to be Link's ultimate challenge in the quest of the Ocarina of Time.

The Rainbow Bridge

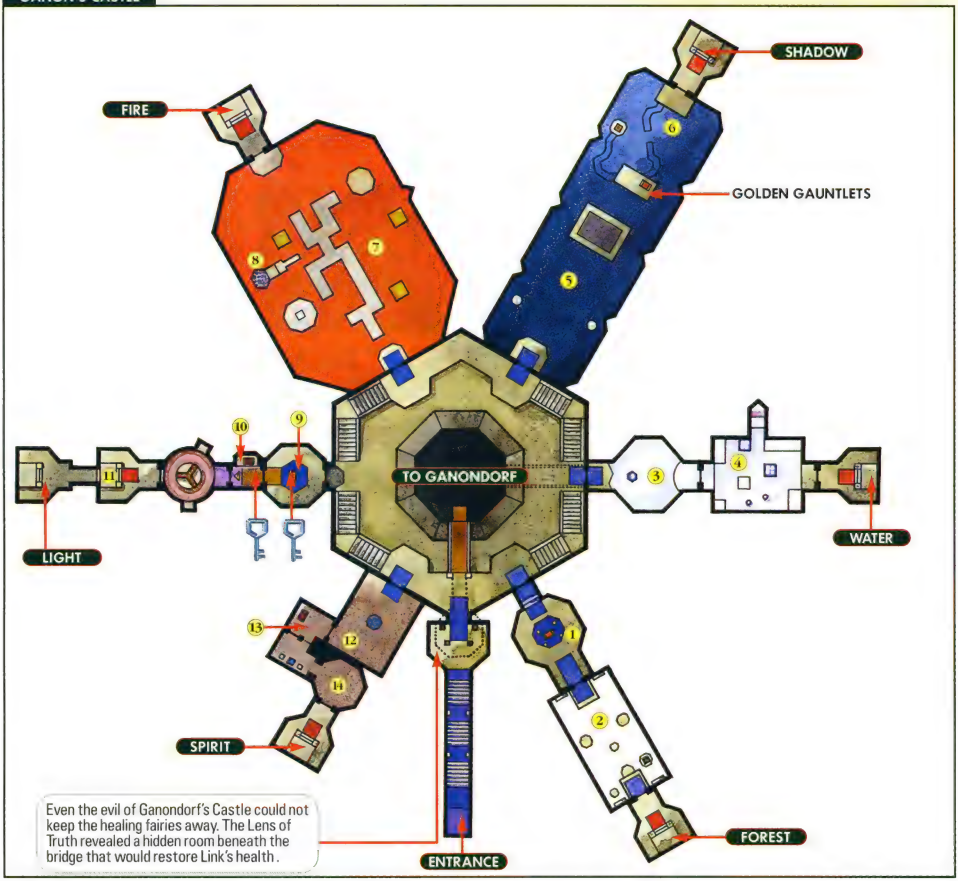
Once the Hero of Time had collected all six sages' medallions, it was time to face the final great task–the conquest of Ganon's Castle. During the dark years while Link had slept, Hyrule Castle had been replaced by the ominous fortress of Ganon. The dark palace rose on an island in the midst of a moat of lava, impossible to reach. When Link arrived at the edge of the precipice, he almost despaired, but Rauru, the Sage of Light, appeared to Link in his moment of need. With the combined power of the six sages, Rauru created a rainbow bridge to span the gulf, then he bade Link to save Zelda from the clutches of the evil Ganon. And so began the final chapter of Link's heroic quest to save Hyrule from eternal darkness.

Having brought the six sages together, Link received their combined help as they built a rainbow bridge to Ganon's Castle.

Golden Gauntlets

The Golden Gauntlets could give a man the strength to move mountains. After Link found the Golden Gauntlets in Ganon's Castle, he was able to move the huge pillar blocking the Great Fairy's Fountain nearby.

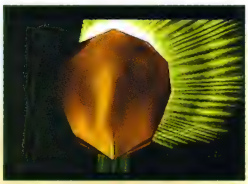
GANON'S CASTLE



Even the evil of Ganondorf's Castle could not keep the healing fairies away. The Lens of Truth revealed a hidden room beneath the bridge that would restore Link's health.

The Light Arrows

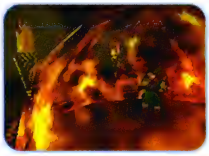
Link needed one final weapon to complete his arsenal: the magical Light Arrows. Inside Ganon's Castle, the Light Arrows would be essential in several places, including during the final struggle with Ganondorf himself. After rescuing the six sages, Link returned to the Temple of Time once more, and it was there that he received the Light Arrows. Like the other magical arrows of fire and ice, the Light Arrows used a small measure of Link's magic with every shot.



FOREST

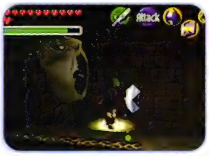
1 Five flames

Link defeated a Wolfos when he first entered the Forest Barrier area of the castle. Then he was faced with four torches on the floor and a fifth torch on an upper ledge. Using Din's Fire, he lit the ground torches. A Fire Arrow lit the fifth torch and activated the shutter door so Link could move on.



2 Walk on the wind

In the wind tunnel, Link donned his Hover Boots and collected the closest silver rupee as the wind blew. Then he bombed the Beamos, stepped on a switch, and used the hookshot to reach the higher pillar. The final rupees were easy to reach. Beyond the door, he found the Forest Barrier, which he destroyed with a Light Arrow.



WATER

3 Cold fire

A cold flame burned behind a fence of icicles when Link entered the first room. He chopped the icicles and captured the Blue Fire in a bottle, then melted the exit barrier. After defeating the Freezzards, the door opened.

4 Block puzzle

Holding Blue Fire in a bottle, Link pushed the block back into the hole, using the stones as stoppers. Then he pushed the second block into the niche, climbed up and melted the shield. The Water Barrier was in the next room.

SHADOW

5 Fire floors

The islands in the long chamber could be reached by temporary bridges. Link shot a Fire Arrow at the torch on the right side of the wall, activating the first bridge. He made the jumps to the next island and fought a Like Like, then he lit the torch again and hopped to the low platform with a switch. Tripping the switch caused a treasure chest to appear.

6 Golden Gauntlets

The Golden Gauntlets were in the treasure chest, which Link reached by shooting the longshot from the switch platform. From there, he brought out the Lens of Truth, which revealed a secret path to another switch platform to the left. Using the hammer on the switch opened the shutter door to the Shadow Barrier. Link retraced his steps and took another hidden path to the exit.

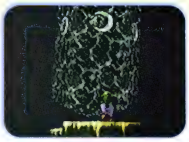
FIRE

7 A sinking feeling

The chamber floor was a sea of scalding lava with sinking platforms floating in it. Using the Hover Boots kept Link from sinking as he ran over the lava to retrieve the five silver rupees.

8 Super Link

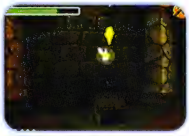
On the left side of the fire chamber stood a towering obelisk. Link jumped and climbed to its base, then looked up in wonder. Would his Golden Gauntlets have the strength to lift such a mass?



LIGHT

9 Treasure or not?

Link entered a room with six treasure chests placed in a circle. When he looked through the Lens of Truth, he saw Keese sitting on several chests, and a Skulltula appeared. After defeating the enemies, a new chest appeared. Inside he found the key to the exit door. The other chests held minor treasures, such as a blue rupee.



10 Link on key

In the next chamber, Link noticed the mark of the Triforce on the floor. Once again he was reminded of his meeting with Impa so long ago. He played the tune she had taught him at that time and a treasure chest with a key in it magically appeared.

11 Hidden door

The final room in the Light Barrier wing of the castle contained a Wallmaster and no obvious means of escape. Using the Lens of Truth revealed a way through to the Light Barrier itself. Running straight ahead through the room, Link passed through the wall and reached the barrier.

SPIRIT

12 Spring the traps

Link pulled each of the Armos statues further from the wall so that the Razor Traps would be less of a danger. Then he collected the silver rupees and passed on to the next room.

13 Switches

The two switches in the barred room presented a puzzle for Link. He struck the closest switch with a spin swing, which caused a chest with Bombchus to appear. The Bombchus seemed to be a clue, so Link used them to trigger the more distant switch and open the shutter door.

14 Fire Arrow

The dome over the center of the room was covered with cobwebs. Link burned them away using a Fire Arrow. Suddenly, sunlight poured in. Using his Mirror Shield, he reflected the light at the sun switch just to the right of the door. He was then able to extinguish the final barrier, the Spirit Barrier.

GANONDORF'S TOWER

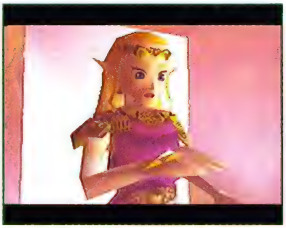
Within the stained glass walls of the tower, the battle between good and evil raged as Hyrule's delicate fate hung in the balance. Ganondorf, the living embodiment of evil, pulsed with the power of a thousand men. His wrath struck like lightning as he furiously defended his diabolic crown from the courage of the young hero.

Into the Heart of Darkness

Link raced up the endless flights of stairs, pushing himself beyond his fear of the horror that surged at the top of the tower. Ganondorf's final defenses, waves of Stalfos and Iron Knuckles, all fell before the might of the Master Sword and the hero who wielded it. Link's heart stopped as he slid the key into the last door. Beyond that portal, Link would confront his destiny.

Face to Face

Link stepped into the chamber, blinded by the pinkish glow of Zelda's crystal prison. Ganondorf's deafening organ shook the walls as Link drew his sword, prepared to risk his life to cast Ganondorf into the void. Ganondorf stood; the Triforce of Power throbbed on his hand. With Zelda's Triforce of Wisdom in his grasp, Ganondorf needed only to pull the Triforce of Courage from Link's body, and he would control the power of the goddesses. The final contest began, and only one warrior would leave the tower alive.



Ganondorf

Ganondorf, the scourge of Hyrule, struck fear into the heart of those who crossed his path. His sunken eyes were portals to the evil and hatred that boiled beneath his crawling skin. He bordered on invincible, fearing only the Hero of Time.

Ganondorf's Charge

1 Falling down

Ganondorf's imposing figure struck the ground, and the platform beneath Link's feet crumbled away. Recalling his battle in the Forest Temple, Link used his sword to repel Ganondorf's evil magic back at him.

2 Bright idea

Paralyzed by his own spell, Ganondorf hung helplessly in the air. Link drew back on his bow and pierced Ganondorf's body with a Light Arrow. The King of Evil fell to his knees in agony.

3 Stuck on you

Link fired his longshot into Ganondorf's matted cape. The chain pulled him across the divide and placed him at Ganondorf's feet. This was Link's only chance to attack with his sword.

4 Get medieval

As Ganondorf recovered from the Light Arrow, Link unsheathed the Master Sword and struck the fallen King of Evil repeatedly. Ganondorf recuperated after a few moments, leaving Link deathly close to the revived maniac.

5 Up, up and away

Once Ganondorf regained his composure, Link escaped the central platform. He used the longshot to latch on to the stained glass and pull himself to safety.

Escape from the Tower

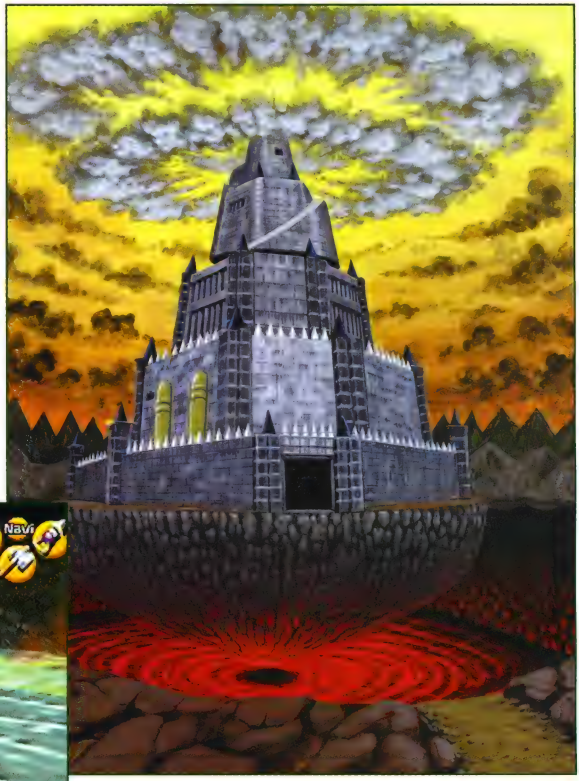
Link withdrew his sword from Ganondorf and stood back. The King of Evil knew he had been defeated but used his dying breath to cast one final incantation. As Ganondorf's eyes closed for the last time, the tower began to shake violently. Link followed the princess out of the tower and down the countless flights of stairs. Zelda ran ahead, opening the locked doors that stood in their path. Link lingered behind, fighting off monsters that were determined not to be alone as the tower collapsed into the abyss.

Light Arrow

The Light Arrow, the golden gift from Zelda, would be Link's only hope in vanquishing Ganondorf once and for all. The holy arrow had the power to numb evil for only a few seconds.

Ganon's Revenge

The Triforce of Power flickered to life. The sacred relic awakened the fallen warrior, granting Ganondorf a new body that reflected his twisted heart. Reborn as Ganon, no longer a man but a distorted beast, the King of Evil was given the strength for one last battle before succumbing to the void. The Master Sword flew from Link's hand and landed outside the ring of fire that enclosed the two opponents. Link blinded the savage with a Light Arrow and smashed its tail with the Megaton Hammer. Once the fiery arena subsided, Link was able to brandish the Master Sword again. Ganon's attacks grew wider as the monster swung his arms wildly in a frenzied effort to defeat his blessed nemesis. Link fired another barrage of magical Light Arrows into Ganon's eyes and sliced through his tail with the legendary blade. Finally, the King of Evil fell before Link, and the sages opened the void and imprisoned Ganon forever—or so they hoped.



Ganon's Castle

Ganondorf used the Triforce of Power to conquer Hyrule Castle and transform it into his floating citadel of evil. Only after the sages disabled the shield of darkness could Link enter and face the depraved king in a duel that would decide the fate of the realm.

HIDDEN IN HYRULE

Although the defeat of Ganondorf was forever on Link's mind, his course took him down many paths. The land of Hyrule was full of mysteries, like the strange mask and trading games, or the Magic Beans that could be planted all over the kingdom. Of even greater importance was the location of the hidden Great Fairy's Fountains, the Heart Pieces and the cursed Skulltula. Link spent long hours searching for these treasures and completing these tasks. Many times he wished that he had a magical book that showed him exactly where to look.

HAPPY MASK SHOP

Link may have been a hero, but he was also a fun-loving little boy, and he loved playing with masks. Becoming a traveling salesman for the Happy Mask Shop suited him just fine, and he could borrow masks whenever he wanted. While most of the masks were just for fun, the Mask of Truth possessed amazing powers.

Happy, Happy, Joy, Joy

It was only by chance that Link was offered the job of traveling salesman for the Happy Mask Shop, and a good chance it was. He was able to earn a few rupees on the side, and the job led him eventually to the Mask of Truth, which turned out to be an interesting and useful item. Link did not let this job distract him from his primary quest, but he helped out the shop whenever he had the time. Between adventures, he would return to Hyrule Castle Town to pick up a new mask. As he continued his travels, he would see if anyone was interested in buying the mask. The job didn't pay very well at first, but for Link, it was a labor of love.

Link never knew who might want one of his masks. They weren't key to his quest, but he had a lot of fun making people happy with them.

KEATON MASK–GUARD (KAKARIKO VILLAGE)

The guard at the gate to Death Mountain Trail was the one who first told Link about the Happy Mask Shop. Returning to the guard with the Keaton Mask, the affable man became Link's first customer, and he happily paid 15 rupees for his colorful merchandise.

The good-natured guard bought the Keaton Mask to give to his son. The guard joked with Link, calling him "Mr. Hero" with no inkling that the boy before him would one day become a legend throughout Hyrule.

SKULL MASK–SKULL KID (LOST WOODS)

When Link received the Skull Mask, he immediately thought of the Skull Kid. He returned to the Lost Woods and showed the imposing mask to his hooded friend. Delighted, the Skull Kid bought the mask but paid Link less than it was truly worth.

The Skull Kid thought the Skull Mask made him look rough and tough, and he immediately struck a deal with Link. The kid didn't pay full price for the mask, but Link didn't really mind. Anything for a friend!

SPOOKY MASK–KID (KAKARIKO GRAVEYARD)

During a visit to the Kakariko Graveyard, Link ran across a boy even younger than he. The lad was quite taken with the Spooky Mask, thinking it made him look just like Dampé the grave digger. Surprisingly, the boy was able to pay for the mask in full.

It seemed the boy idolized Dampé and wanted to be just like the grave digger. He gladly paid 30 rupees for the Spooky Mask. Link grinned to himself as the boy trudged among the graves, imitating their friend.

BUNNY HOOD–RUNNING MAN (HYRULE FIELD)

First there was a boy who wanted to be a grave digger, then came a man who wanted to be—a rabbit?! Link couldn't believe his ears, but there it was. He sold the Bunny Hood to the man in Hyrule Field for far more than it was worth and made a huge profit.

The Bunny Hood was worth 50 rupees, but the strange man filled Link's wallet with money until it overflowed. Link thanked him then watched as the man hopped happily away through the tall grass.

MASK OF TRUTH

After Link sold the Bunny Mask, the shopkeeper gave him the Mask of Truth as a reward. The shopkeeper revealed that the mask had the power to read the minds of others. Link also noticed that the mask looked remarkably similar to the mysterious Gossip Stones.

More Masks

Because Link was such a diligent salesman, the shopkeeper allowed him to borrow whichever mask he wanted. Link could turn in the Mask of Truth at any time and take another mask in exchange. Link often wore these masks for fun. People sometimes said different things to him when he was masked, and he wanted to see what kinds of reactions he could get from various people.

GORON MASK

Link wondered whether the Gorons would be fooled by a mask, but it was worth a try, just to see what they would say.

ZORA MASK

Looking for all the world like one of their race, Link was greeted with open arms, er, fins, when he revisited Zora's Domain.

GERUDO MASK

The responses Link received from the Gerudos were perhaps the funniest of all. They couldn't quite decide what to make of him.

TRADER LINK

An old Hylian ballad said that the Biggoron's Sword was hatched from a cucco's egg. As strange as that statement may seem, the reality of how Link came to possess that incredible blade is even stranger still. It's not surprising, however, that the entire episode began with a single act of kindness.

From Egg to Knife

Link sometimes bartered for the items that he needed, and it was through an extraordinary series of trades and favors that he obtained the awe-inspiring Biggoron's Sword, which was twice as powerful as the Master Sword. Some of the trades had to be completed within certain time limits, and he could not warp from place to place, for fear of damaging the fragile items he carried. He did use shortcuts, however, as well as ride his horse, Epona.

The Biggoron's Sword was forged by Biggoron, whose metalwork was unsurpassed. It is unfortunate that none of his tools or weapons survived into this era.

POCKET EGG–CUCCO GIRL (KAKARIKO VILLAGE)

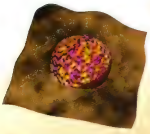
The entire saga began with the girl who raised cuccos in Kakariko Village. Link once agreed to take care of her Pocket Egg, which soon hatched. Taking the bird with him to a building nearby, Link used the bird to wake up Talon. Returning to Kakariko, the girl was happy that her bird had done so well in Link's care. She then gave him Cojiro, a cucco that once belonged to her brother.

COJIRO–BROTHER (LOST WOODS)

It seemed that the cucco girl's brother had run off to the Lost Woods, never to be seen again. Moved by the girl's tale, Link set off for the Lost Woods at once. It didn't take long to find the girl's brother propped up on a stump, weak and exhausted. Seeing his beloved Cojiro lifted the man's spirits, and he asked Link to deliver an Odd Mushroom to his grandmother back in Kakariko Village.

ODD MUSHROOM–MOTHER (KAKARIKO VILLAGE)

Link took the Odd Mushroom to the woman in the potion shop in Kakariko Village. She seemed less than pleased to hear news of her son, but she perhaps was just hiding her feelings beneath a gruff exterior. In return for the Odd Mushroom, she gave Link an Odd Potion to take back to her son. Link didn't know if the concoction would help the ailing man, but he had to try.



ODD POTION–KOKIRI GIRL (LOST WOODS)

Returning to the forest, Link found the man gone and a young Kokiri girl in his place. She explained that all who entered the forest eventually became Stalfos. She insisted that Link hand over the potion, which was made from mushrooms from the woods. Though a bit confused, Link was happy to oblige, and he received the Poacher's Saw in exchange for the Odd Potion.

POACHER'S SAW–CARPENTER (GERUDO VALLEY)

Realizing that the saw probably belonged to the carpenter near Gerudo Valley, Link made his way to that secluded valley as soon as he could. The carpenter was surprised to see his saw, which he had left with his wife, but he thanked Link for bringing it to him. Not having anything particularly valuable to give in return, he finally presented Link with a Broken Goron's Sword.

GORON'S SWORD–BIGGORON (DEATH MOUNTAIN)

Link stared at his dubious prize for a while then realized it might be more useful than he first thought. He tucked the blade away and made the arduous climb up Death Mountain to see Biggoron. The skilled craftsman said that he would be happy to repair the sword, but he would need eye drops from King Zora first. Taking the sword, he gave Link a prescription to give to His Fishy Majesty.

PRESCRIPTION–KING ZORA (ZORA'S DOMAIN)

King Zora took one look at the prescription and puffed out his gills in an oddly embarrassed way. He explained to Link that he did, indeed, produce the kind of eye drops the Biggoron needed, but he had none on hand. He offered instead an Eyeball Frog, which was the main ingredient in the drops. He suggested that Link take the perishable frog to the professor who lived beside Lake Hylia.

EYEBALL FROG–PROFESSOR (LAKE HYLIA)

Link was aghast. The professor had mistaken the frog for a gift and went about preparing the animal for his evening meal! Link stopped the professor in the nick of time and explained his dilemma. Putting away his frying pan with some reluctance, the professor prepared the eye drops. As he left, Link overheard the old man muttering something about it being a waste of a perfectly good frog.

EYE DROPS–BIGGORON (DEATH MOUNTAIN)

Racing against time, Link sprinted up the Death Mountain Trail before the eye drops spoiled. He gave them to Biggoron, who used them right away. To his delight, the drops took effect immediately, soothing Biggoron's eyes and allowing him to see again. He gave Link a claim check for the sword, told him to return in a few days, then went to work straightaway.

CLAIM CHECK–BIGGORON (DEATH MOUNTAIN)

Link was normally a patient fellow, but he was anxious to see Biggoron's handiwork. After three days, he couldn't stand the suspense any longer. Clutching the claim check, he went back to see the giant blacksmith. Link needn't have worried. Biggoron had finished the blade in record time. Taking the Biggoron's Sword in his trembling hands, Link knew that all of his efforts had been well worth it.

BIGGORON'S SWORD

The Biggoron's Sword was unlike any blade Link had ever seen. It was larger and more powerful than even the legendary Master Sword—twice as powerful, in fact. It did have its drawbacks, however. It was so massive, Link needed both hands to wield it. This meant that he could not use the sword and a shield at the same time. Still, the Biggoron's Sword served Link well on his many adventures.

HEARTFELT HELP

It was always said that Link had a stout heart, and this was truer than most people ever knew. Link faced many great trials during his quest, but by gathering Pieces of Heart from around Hyrule, he was able to increase his stamina over time.

Searching For Stamina

The chronicles that told of Link's adventures also spoke of the wondrous Pieces of Heart, which had the power to increase a person's total life energy. According to the scrolls, for every four pieces he gathered, Link gained a Heart Container. He found some pieces as a child and others as a young man, and he searched until he had 36 pieces in all. These amazing artifacts have been lost to time, but if you seek them, know that the Stone of Agony will tremble if you are close to a Piece of Heart. To help you keep track of your inventory, you may mark the appropriate box on the following pages as you uncover each piece.

LON LON LUCK

No one knows how such a treasure came to be there, but a Piece of Heart was hidden in a storage shed on the Lon Lon Ranch. During a visit to the ranch, Link moved a crate that was blocking a small hole and discovered a secret hiding place in the shed wall.

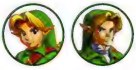
MOUNTAIN MAGIC

During his youth, Link planted a Magic Bean at the mouth of Dodongo's Cavern. Upon his return years later, he found that his playful attempt at farming had sprouted into a large beanstalk. Climbing the stalk, Link found a Piece of Heart above the cavern entrance.

FENCED IN

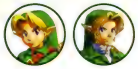
On the edge of Hyrule Field, near the path that led to Lake Hylia, stood a small patch of grass that was fenced in on all sides. Thinking this a bit curious, Link took out a bomb and threw it into the center of this area. The explosion uncovered a secret grotto containing a Piece of Heart.

ROOTED OUT



Link visited Lon Lon Ranch many times over the years, buying nutritious milk and visiting with his friend Malon. One day, as he was striding past the north side of the ranch, Link noticed something odd about a nearby tree. He dropped a bomb at the base of the tree, exposing a secret grotto.

OVER AND UNDER



As a child, Link once accepted a ride from the owl, who took him from Death Mountain to a rooftop in Kakariko Village. He dropped from the roof to an awning below and entered the house to discover a Piece of Heart. Years later, Link realized that he could now reach the same spot using the hookshot.

A FIDDLER, PERHAPS?

Longing to see the lush countryside around Kakariko Village, Link used his longshot to scale one of the houses. He was startled to find someone already atop this lofty perch. Rather than being angry at the interruption, the man was glad for Link's companionship and gave him a Piece of Heart.

LUCKY FIND

Link made friends everywhere he went, even in the dank confines of the Kakariko Graveyard. Though shunned by all others, Dampé the grave digger found a true friend in Link. The two were fond of playing a simple game that Dampé had created. As Dampé trudged around the graveyard path, Link would have to guess where a hidden treasure might be found. It came as a great surprise to both when, purely by luck, they found a certain heart-shaped prize.

WINDMILL WONDER

After obtaining the hookshot from Dampé's spirit, Link decided to entertain his ghostly friend with a song. As the last strains of the Song of Time echoed into the darkness, a strange, blue stone on one side of the cave began to dissolve, revealing a secret passage. Link followed the short tunnel and found himself within the windmill. Looking past the churning gears, Link smiled to himself as he saw the crystalline treasure that awaited him.

GRAVE GRATITUDE

After his first race with Dampé's spirit, Link wished to bid his old friend a final farewell. Venturing into Dampé's grave once more, Link repeated the race, finishing in less than a minute. Touched by Link's compassion, Dampé's spirit gave Link a heartfelt reward.

A SKULLTULA'S HEART

Link labored tirelessly to free the cursed children of the House of Skulltula from their horrible fate. After obtaining 50 golden tokens, Link returned to the house to free yet another hapless child. In return for this selfless act, Link received a Piece of Heart.

BONES AND BEANS

Dampé gave Link the run of the graveyard, even allowing the youngster to plant a Magic Bean on a small, unoccupied plot in the corner. Years later, as he used the full-grown stalk to reach a Piece of Heart, Link silently thanked his departed friend.

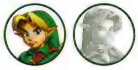
SUN'S SONG

As Link strolled through the graveyard, he felt that there was something odd about one of the gravestones. Pulling at the stone with all his might, he found a secret chamber. Venturing into the shadows, he was suddenly struck with a desire to play the Sun's Song...

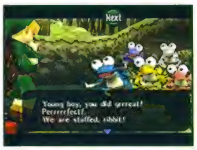
FROGGY SERENADE

Coming upon a group of colorful frogs in Zora's River, our hero was soon caught up by their playful manner. To please his new acquaintances, Link played the Song of Storms. Impressed with Link's skill with the ocarina, they offered him both their friendship and a Piece of Heart.

FABULOUS FIVE



Link continued with his concert, playing every tune he knew for his web-footed friends. Link then joined the frogs in a bug-eating game, which delighted them even more and sealed their friendship for good. As they croaked their thanks, the frogs gave Link one more token of their esteem.



CUCCO, CUCCO!

The twists and turns of Zora's River presented Link with many tantalizing riddles. Spying a Piece of Heart atop a tower of rock, Link wondered how he might reach that dizzying height. Searching the riverbank for any sort of help, Link came upon a lone cucco, which he used to reach a path that led to the top of a broad plateau. There he found another cucco, which he used to ride the winds and claim his gleaming prize.

STUNT CUCCO

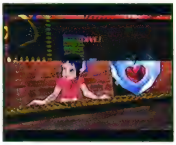
Link followed Zora's River for a day and a night, eventually finding the entrance to Zora's Domain. As he sat upon the edge of the path for a much needed rest, Link spied a Piece of Heart on a ledge on the canyon wall. Not wanting to pass up this opportunity, he went back downstream to retrieve a cucco, then he returned. The leap was a long one, but Link knew no fear. Holding the anxious bird aloft, he leapt off the path and into history.

I SPY

The sages said that fortune favors the bold, and that was certainly true of Link. Though he could have used the Lens of Truth to win the Treasure Box game on the first try, he played fair and square until he reached the final room and the Piece of Heart.

BOMBCHU BOWLING

Once again, Link's persistence and patience paid off. Trying his luck with Bombchu Bowling, Link soon proved that swordplay was not his only skill. The attendant awarded prizes at random, but after a number of tries, Link finally walked away with a Piece of Heart.



ONE DOG NIGHT

The chronicles were filled with accounts of Link's kindness to strangers. One fine day, he struck up a conversation with a woman in the back alley of Hyrule Castle Town. Hearing that she had lost her dog, Link assured her that he'd help any way he could. Knowing that dogs often roamed the square after dark, Link waited for nightfall. His search did not take long. He found the little runaway near the Bazaar, and soon master and pet were reunited.

WOODSY TUNE

The Lost Woods was a forbidding place, and many unwary travelers were caught in its leafy embrace. Undaunted by the stories, Link braved the green maze and soon discovered the mysterious Skull Kid in a sunlit grove. At the Skull Kid's urging, Link pulled out his ocarina and began to play. Recognizing the beautiful strains of Saria's Song, the Skull Kid decided to befriend Link and give him something that would help him on the long road ahead.

ENCORE, ENCORE!

Link ventured ever deeper into the Lost Woods and found not one, but two more Skull Kids. Link's reputation as a musician preceded him, and the Skull Kids urged Link to join them as they sang. He followed along perfectly on the ocarina, earning their respect and a special present.

FIRE AND WATER

Squinting through the spray, Link realized that there was a half-hidden chamber behind the waterfall in Zora's Domain. He lit a Deku Stick and slipped past the cascading water to find several torches. He lit them one by one and was gratified when a treasure chest appeared before him.

COLD HANDS

Much had changed in the years Link slept, and Zora's Fountain had been engulfed in ice. Link scanned his surroundings and saw a flash of red amidst the cool blueness. Leaping onto an ice floe, he pried loose a Piece of Heart from its frozen resting place.

WARM HEART

Fountains of blue flame erupted all about Link as he strode deeper into the Ice Cavern. Knowing that these flames were the only thing that could melt red ice, he pulled out an empty bottle and, with one swift motion, captured a handful of the raging fire.

ON THE BOTTOM

It was no use. The Zora Tunic was just too big for Link's small frame. Without it, he wouldn't be able to breathe at the bottom of the lake in Zora's Fountain. If only he were bigger, he could use the tunic and the Iron Boots to explore the fascinating depths.

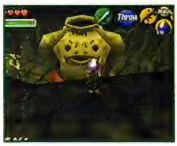
AT THE TOP

As a child, Link could survive but a few scant moments in the Death Mountain Crater. As a young man, however, he could shrug off the heat with ease in the Goron Tunic. Indeed, he thought nothing of climbing around the crater walls, searching for whatever treasures he could find.

HIGH AND MIGHTY

Link was surprised that the Magic Bean had survived the heat of the Death Mountain Crater; indeed, it had not only survived, but thrived. Climbing up the broad leaves, he rode the stalk around the crater and hopped onto a towering spire high above the seething magma.

TURN, TURN, URN



At the Goron's urging, Link lit all the torches on the lower level of the city, which set the giant urn to spinning. Link sprinted to the upper level. Before anyone could react, he threw a bomb into the urn's open top, releasing a random prize.

GONE FISHING

There were times when Link longed to be a normal boy, without the heavy responsibilities he was destined to bear. He would sometimes visit the fishing pond near Lake Hylia to while the hours and his cares away. One day, he managed to hook the biggest fish in the pond.

LABORATORY DIVE

Link's curiosity was legendary. He couldn't resist trying out new equipment or exploring every nook and cranny he came across. After he obtained the Golden Scale, he once dove into the well in the laboratory next to Lake Hylia, just to see what he could find.

ROOFTOP REVELATIONS

Curiosity may have killed the proverbial cat, but it usually benefited Link in one way or another. Using the beanstalk he had planted as a boy, he swung up to the top of the laboratory to survey the shores of Lake Hylia. Who could have predicted that a Piece of Heart would be waiting for him?

FALLING WATER

On his journey to Gerudo Fortress, Link reveled in the thundering majesty of the great waterfall. Taking a cucco in his hands, he leapt through the towering torrent and into a secret chamber. After he collected the Piece of Heart, he lifted the cucco again and leapt to a platform below and to his right.

BRIDGING THE GAP

Opposite the waterfall lay a narrow canyon carved over the centuries by the rushing torrent. Far below lay a half-hidden platform with a gleaming bauble upon it. Link didn't relish yet another death-defying jump, but this was an opportunity he could not pass up. Taking up another cucco, Link steadied himself then began to run toward the edge of the bridge. Without so much as a glance at the chasm below, Link leapt out into the open air.

ROOFTOP RUMBLE

Someone sealed a Piece of Heart in a treasure chest and placed it on the roof of Gerudo Fortress. As Link explored the interior of the keep, he used his hookshot on the exposed roof chest, which he could latch onto with the hookshot. He later found that he could have approached from a different way and called his scarecrow friend for help.

TARGET PRACTICE

As a young man, Link became an expert archer. During his journey through Gerudo Fortress, he proved his mastery by shooting targets while on horseback. He scored over 1,000 points, earning the respect of his fellow archers and a Piece of Heart in the bargain.

COLOSSAL FIND

Finding the Spirit Temple was one thing, but facing the dangers that lurked within were another. Looking to bolster his stamina, Link remembered the Magic Bean he'd planted near the temple entrance. Using the beanstalk, he found a Piece of Heart atop a stone arch.

MAGIC BEANS

On his way up to Zora's River, young Link met a sloth of a man who, in between gulping down mouthfuls of food, managed to say he was selling Magic Beans. When planted, the beans would sprout into something spectacular after seven years' time.

Gardening with Link

As a child, Link bought a pod of beans, then planted them in one of the many fertile squares of ground cultivated in Hyrule. A tiny plant sprouted up, so Link played the Song of Storms to water it. With the little rain shower came some pixie power when the watered plant blossomed with fairies. Link revisited the plant years later and found that it had grown into a large, leafy, hovering shrub. Intrigued, he journeyed to the past to buy more beans for more magical harvests.

Gerudo Valley

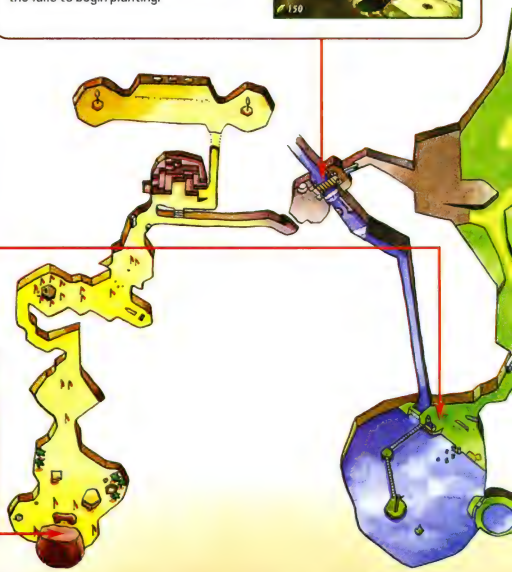
As a child, Link could plant his beans in a patch of ground that had a hole dug in the center of the plot. He spotted just such a square below the edge of the Gerudo Valley river. Hitching a ride by grabbing the nearby chicken, Link glided to the foot of the falls to begin planting.

Lake Hylia

While exploring the lakeside, Link found a prime spot for planting beans. Before he set them into the soil, he emptied a bottle of bugs into the hole. They were no garden-variety pests—instead, the insect "seedlings" blossomed into a Gold Skulltula!

Desert Colossus

The desert hardly seemed like the best place to grow his beans, but when he saw the fertile ground next to the entrance of the Spirit Temple, he knew the magic soil could support a magical plant.



Death Mountain Crater

Young Link played the Bolero of Fire to warp to the crater. He planted the beans near his point of arrival, then warped elsewhere before the heat could harm him.

Kakariko Graveyard

For a whirlwind trip through the graveyard that would be much faster than the tour led by hobbling grave digger Dampé, Link planted beans on an upper ridge of the cemetery. Returning as an adult, he hopped the plant to fly like a ghost through the graveyard.

Death Mountain Trail

Link wished he had some invigorating fairies to keep him going through Dodongo's Cavern, so he planted and watered some beans near the entrance to the lair.

Zora's River

After buying the beans, Link planted them beside the salesman. He tried placing bugs in the hole, but nothing happened, and when he watered the plant with the Song of Storms, no fairies appeared.

Bean Rates

1ST BEAN	10
2ND BEAN	20
3RD BEAN	30
4TH BEAN	40
5TH BEAN	50
6TH BEAN	60
7TH BEAN	70
8TH BEAN	80
9TH BEAN	90
10TH BEAN	100

Lost Woods

Link heard through the grapevine that he could plant beans in the Lost Woods near the shortcut to Zora's River. When he reached the pool that led to the river, he entered the passage to the left. Turning left again, he came upon a clearing where the soil would serve a bean plant well.

Kokiri Forest

As Link trotted across the wooden bridge leading out of Kokiri Forest, he turned his head and spied an empty bean patch. Unable to leap from the bridge, he entered the ledge through the Lost Woods instead. Upon entering, he turned left, then left again at the Skull Kid's hangout.

Kokiri Forest

Valuable items topped many of his village's rooftops. Rather than climb and jump to claim the goods, Link decided to fly on the leaves of a Magic Bean Plant. He buried his beans next to the Kokiri Shop, and, when he returned seven years later, he could ride the skies on an aeroplant.

GOLD SKULLTULA

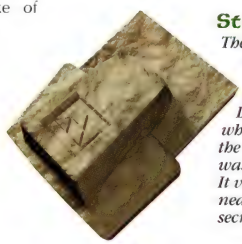
A curse had befallen a greedy family of Kakariko Village, imprisoning them in mutant arachnid bodies until enough spider tokens were found to break the spell and free them. Link collected one of the precious, golden tokens every time he found and destroyed a Gold Skulltula.

Break the Curse and Free the Children!

Link opened the door to a dark house on the west edge of Kakariko Village. His lungs filled with a musky stench as he entered the House of Skulltula, where the walls were alive with cocooned children, awaiting their freedom. Only by bringing the tokens back to this house could Link help release the poor children. In return for their liberation, they would reward Link with special items that would help him on his quest. Link agreed to help not for the prize, but for the sake of the children.

Skulltula Rewards

ADULT WALLET (Holds 200 rupees)	10
STONE OF AGONY	20
GIANT WALLET (Holds 500 rupees)	30
BOMBCHU	40
PIECE OF HEART	50
GOLD RUPEE (Worth 200 rupees)	100



Stone of Agony

The Stone of Agony, one of the children's gifts, was the companion relic to the Lens of Truth. While the Lens allowed Link to see what normal eyes could not, the Stone let him feel when he was near something strange. It vibrated when he was near hidden treasures or a secret grotto.

Spying the Spiders

After dark

Direct sunlight boiled the Skulltulas on the spot, so they had a tendency to hide during the daytime. Link found most of the outside spiders only after the moon had started its evening watch.

Age mattered

The curse that doomed these children seemed everlasting. Young Link could not rescue them all because not all the spiders had appeared, but once he had awaken as a man, he could complete his task.

Out of reach

Sometimes Link had to use items such as the boomerang and the long-shot to retrieve the elusive Gold Skulltula tokens.

Digging for tokens

The fertile bean holes worked miracles on magical beans. Link emptied bottles of captured bugs into the holes to see if the same accelerated growth affected the tiny insects. Often, it revealed a Skulltula.

DUNGEON 44

The dungeon depths and shadowy temples were a more natural dwelling for the noisy Skulltulas. Rarely did they remain in open spaces. They preferred to lurk in corners and on ledges that Link could reach only with the aid of special items. Even if Link could dispatch one with a slingshot, only the hookshot could pull the token back to him.

Dungeon Skulltulas

DEKU TREE	4
DODONGO'S CAVERN	5
JABU-JABU'S BELLY	4
FOREST TEMPLE	5
FIRE TEMPLE	5
ICE CAVERN	3
WATER TEMPLE	5
UNDER THE WELL	3
SHADOW TEMPLE	5
SPIRIT TEMPLE	5

FIELD 56

The gilded spiders came out into the open if there was a chance they would be touched by sunlight. Usually, Link found them at night, but occasionally he uncovered the Skulltulas in the nooks and crannies, trying to avoid being shriveled by the morning sun. Link unrolled his list, and every time he found a Skulltula, he checked it off so he wouldn't waste precious time trying to find it again in the future.

Kokiri Forest 3

- [ ] Link found a Skulltula behind the Know-It-All Brothers' house.
- [ ] A spindly Skulltula lurked behind the House of Twins.
- [ ] Link planted a bottle of bugs into a bean hole, which sprouted a Skulltula.

Hyrule Field 2

- [ ] Link found one near the gate to Hyrule Castle.
- [ ] A Gold Skulltula hid in the circle of stones near the Gerudo Valley entrance.

Hyrule Castle 4

- [ ] A Gold Skulltula waited in a crate inside the Guard House at the Market entrance.
- [ ] Link played the Song of Storms near the castle entrance, revealing a secret grotto.
- [ ] Link uncovered a Skulltula in a tree at the entrance of the castle.
- [ ] After Hyrule Castle fell to Ganondorf, Link found a Skulltula behind a brick arch.

Lon Lon Ranch 4

- [ ] The Skulltula dangled in a tree at the ranch's gate.
- [ ] Behind the corral shed, a Skulltula lay in wait.
- [ ] Link found a Skulltula on the outer wall of the ranch, northwest of the shed.
- [ ] A Skulltula danced at the second story window of Talon's house.

Kakariko Village — 6

☐ A Skulltula hung in a tree near the village entrance.	●		●
☐ Behind the House Of Skulltula, Link found a spider that hadn't wandered very far.	●		●
☐ At the building under construction, Link discovered a Skulltula hiding in a pile of bricks.	●		●
☐ The boy in the graveyard was being kept awake at night by the scratching of a Skulltula.	●		●
☐ A Skulltula nested at the top of the Kakariko lookout tower.	●		●
☐ The roof of Impa's house made a perfect nighttime hideout for a weary Skulltula.		●	●

Lost Woods — 3

☐ A bean hole near the Skull Kid released a Gold Skulltula.	●		
☐ The bean sprout lead up to magic platform—the perfect hideout for a Skulltula.		●	●
☐ Another bean hole near the shortcut to Zora's Domain cultivated a Skulltula.	●		

Death Mountain — 4

☐ The first cave on the right housed a Gold Skulltula.	●	●	
☐ A small nook above the entrance to Dodongo's Cavern protected a Skulltula from sunlight.		●	●
☐ After Link weathered the last of the falling rocks, he discovered a Skulltula waiting for him.		●	●
☐ A bean hole in front of Dodongo's Cavern looked promising, so Link planted bugs.	●		

Goron City — 2

☐ Link found a Skulltula hiding in a crate in the top level of Goron City.	●		
☐ The central platform created enough of a shadow to hide a Skulltula beneath it.		●	●

Zora's River — 4

☐ The shade of a ladder was enough darkness to protect a Skulltula.	●		●
☐ Link sighted a Skulltula swinging in the night breeze at the tree near the mouth of the river.	●		
☐ Near the middle of the river, Link found a Skulltula dancing along the valley wall.		●	●
☐ A Skulltula scurried across a wall just before the entrance to Zora's Domain.		●	●

Zora's Domain — 1

☐ When the waterfall froze, it stranded a Skulltula high above the frozen paradise.		●	●

Zora's Fountain — 3

☐ A tree in the southeast corner of Zora's Fountain hid a Skulltula from plain view.	●		
☐ Link found a Skulltula just to the right of the fallen log.	●		●
☐ A secret grotto near the Great Fairy's Fountain concealed a Skulltula.		●	●

Lake Hylia — 5

☐ The island that unleashed the power of the Fire Arrow also housed a Skulltula.	●		●
☐ Link found a Gold Skulltula residing in a crate at the bottom of the Lakeside Laboratory's pool.		●	
☐ A Skulltula spun its deadly web behind the Lakeside Laboratory.	●		●
☐ A lonely Skulltula waited for Link in the dead tree atop the Water Temple's mount.		●	●
☐ A bean hole near the laboratory looked like a promising place to deposit some bottled bugs.	●		

Graveyard — 2

☐ The telltale sound of the Skulltula could be heard along the outer wall of the graveyard.	●		●
☐ The bean hole worked its miracle on the bottled bugs, producing a giant Gold Skulltula.	●		

Sacred Forest Meadow — 1

☐ To the east of the stairs swung a slippery Skulltula.		●	●

Death Mountain Crater — 2

☐ Another bean hole near the crater spawned a Skulltula.	●		
☐ Link heard a Skulltula in a crate just inside the entrance to the Death Mountain Crater.	●		

Gerudo Valley — 4

☐ The log bridge pointed to a Skulltula waiting against the dirt wall.	●		●
☐ The poor carpenters were kept awake at night by a noisy Skulltula.		●	●
☐ Another Skulltula under the stone arch joined the nighttime chorus.		●	●
☐ The bean hole ejected a Gold Skulltula.	●		

Gerudo Fortress — 2

☐ High above the eastern wall of the fortress, a Skulltula looked mockingly down upon Link.		●	●
☐ While riding on the Horseback Archery Range, Link noticed a Skulltula behind the northern target pole.		●	●

Haunted Wasteland — 1

☐ The stone structure where Link discovered the phantom guide sheltered a Skulltula from the storm.		●	

Desert Colossus — 3

☐ Before bringing on the rains, Link heard a Skulltula rustling in the nearby palm trees.		●	●
☐ The magic bean platform revealed the way to another Skulltula.		●	●
☐ Link dropped a few bugs in the bean hole and waited for the Skulltula to emerge.	●		

FAIRY FOUNTAINS

Not all the fountains in Hyrule contained a Great Fairy, but even the minor fountains contained small fairies that proved to be a great help to Link. He first had to discover where the secretive fairies were hiding, and that wasn't always a simple matter.

Bottled Spring-Fresh Fairies

The little fairies in the fountains had a secret that Link discovered only after a lucky accident. One day, Link dropped one of his bottles in a spring and a fairy flew inside. Later, Link found himself losing a desperate battle. As he slumped over, fearing the end was near, his bottled fairy automatically revitalized the fallen hero.

After making his discovery, Link never went anywhere without a fairy in a bottle. It was the best insurance possible. When he had all four bottles, he often carried two fairies with him.

FOUNTAINS IN HYRULE

Hyrule Field

After getting the Goron's Bracelet and the Bomb Bag, Link was able to search Hyrule Field for suspicious-looking boulders that might hide a fairy fountain.

Graveyard

Link pulled on all the tombstones to find their secrets. In the same tomb where he found a Hylian Shield, Link also found a fairy fountain after blowing up a wall.

Zora's River

On the way to Zora's Domain, Link strolled along the green shores of Zora's River. There he discovered a fairy fountain beneath a boulder. A bomb opened the way.

Lost Woods

When Link was leaving the Sacred Forest Meadow, he noticed a ladder on a hedge, which led him to a clearing with a boulder in it. Beneath the boulder he found a fountain.

Zora's Domain

In the watery paradise of Zora's Domain, Link played the Song of Storms, causing a hole to open in a platform. The hole led to a fairy fountain below.

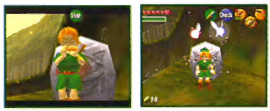
Gerudo Fortress

The dry desert was the last place Link expected to find a spring, but after he played the Song of Storms, a hole opened up in the ground that led to a fairy fountain.

A red fairy

Navi could smell fairies even when Link couldn't see them. When Navi turned green, Link played the Sun's Song or Song of Storms. If a red fairy showed up, she would fill Link's health and magic.

Fairy gossip



Link once heard a rumor that the Gossip Stones contained hidden fairies. It was thought that Zelda's Lullaby and Epona's Song, and the Song of Storms could all summon fairies.

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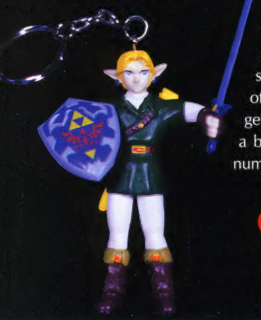

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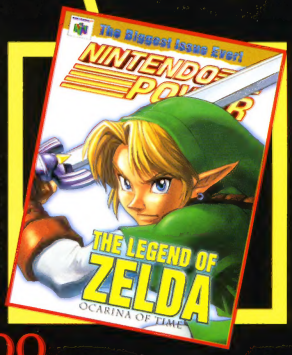

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